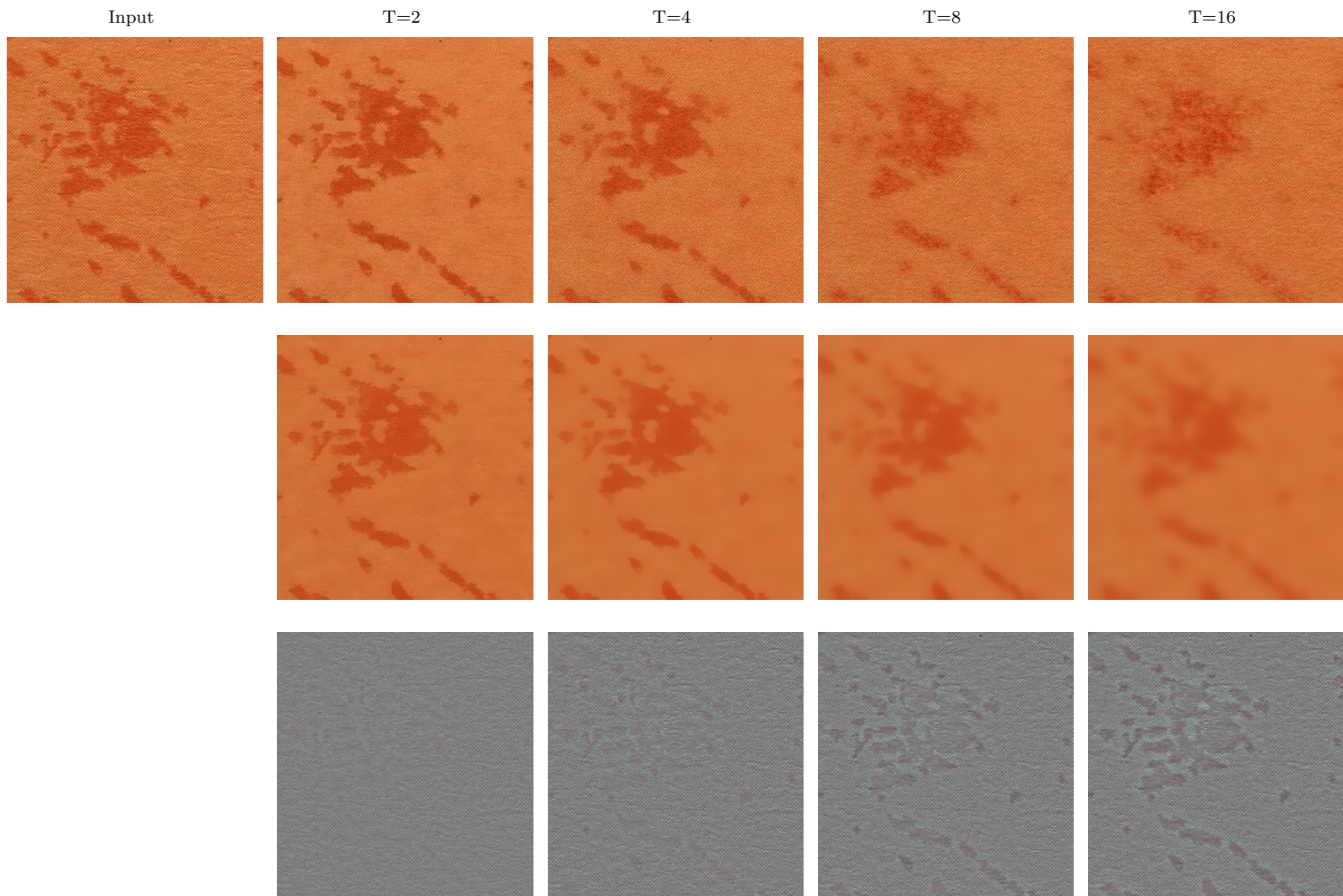


Supplemental material number 4 / 4 for  
Bi-Layer textures: a Model for Synthesis and  
Deformation of Composite Textures

G. Guingo, B. Sauvage, J.-M. Dischler & M.-P. Cani

Published in Eurographics Symposium on Rendering 2017 / Computer Graphics  
Forum 36(4)

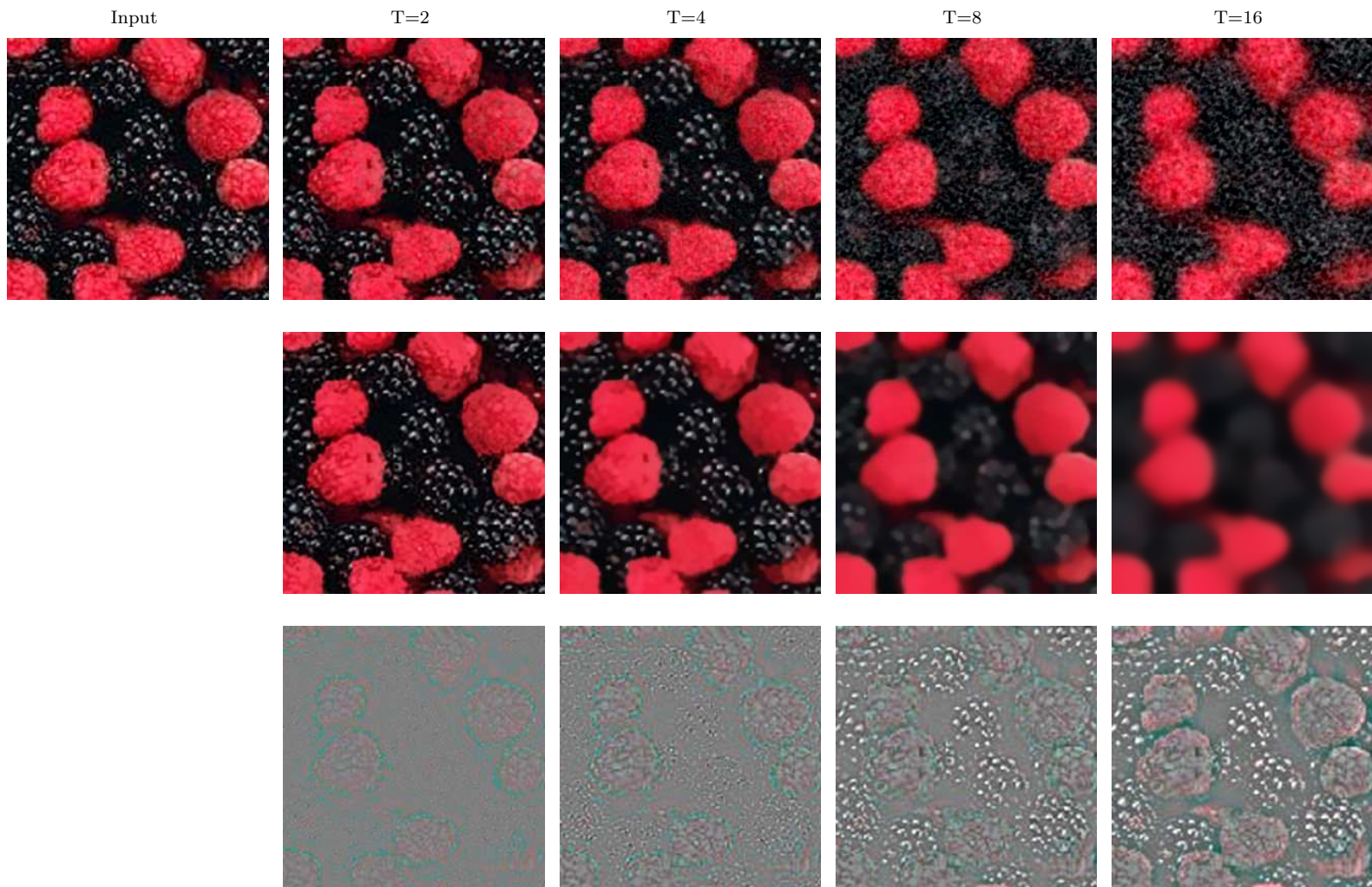
**The user tunes the size  $T$  of local spectra. The larger  $T$  the more information is filtered into  $N$ , and possibly the more blur in  $P$  and the more artifacts in the synthesis. The smaller  $T$  the more information is preserved in  $P$ , the more faithful the synthesis, but the less variety is introduced. The tactics is to choose the largest possible  $T$  leading to acceptable results.**



animal\_print\_paper\_7567:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

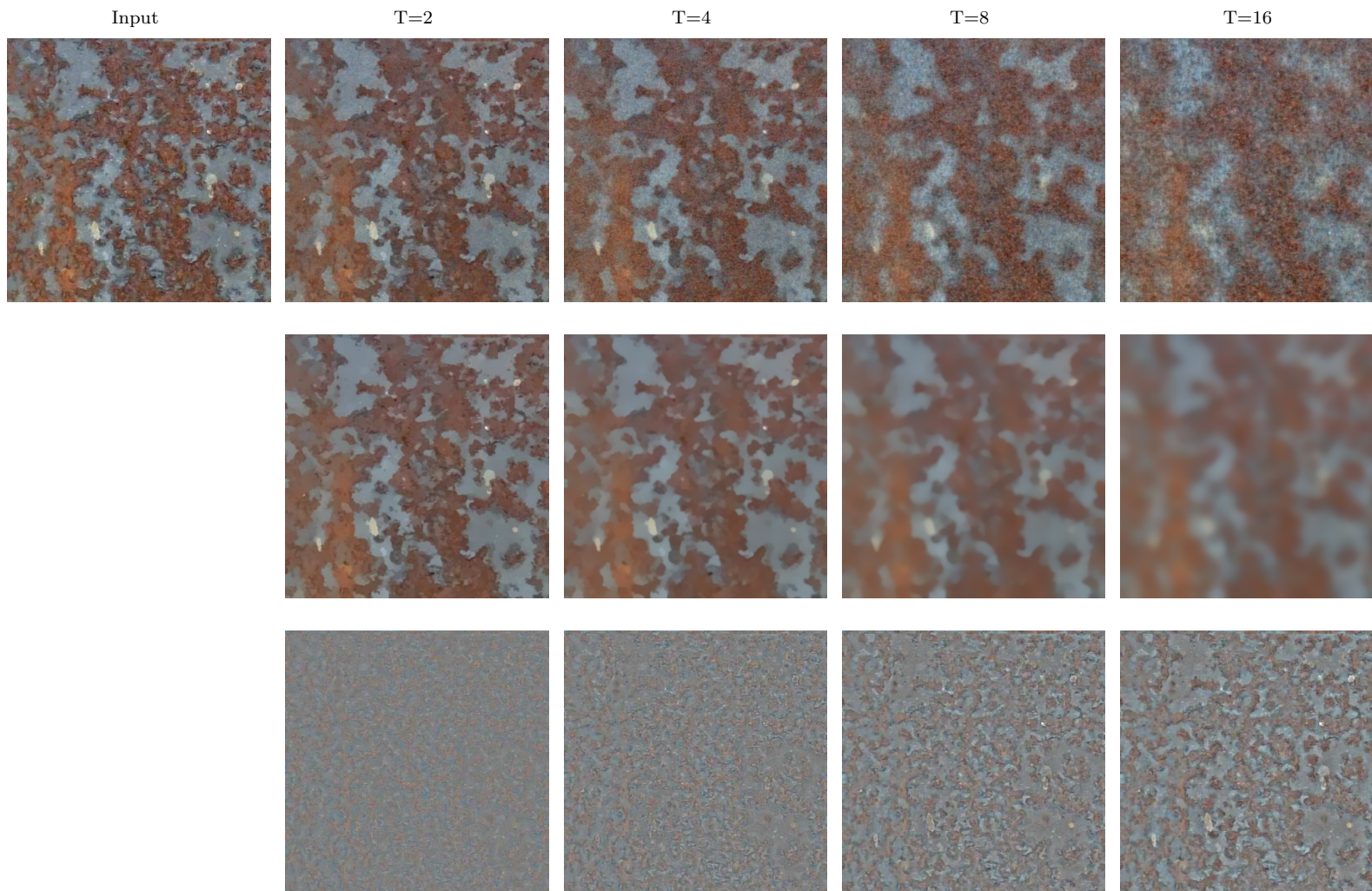
From left to right: increasing sizes  $T$  for local spectra used in the analysis.



berry2:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

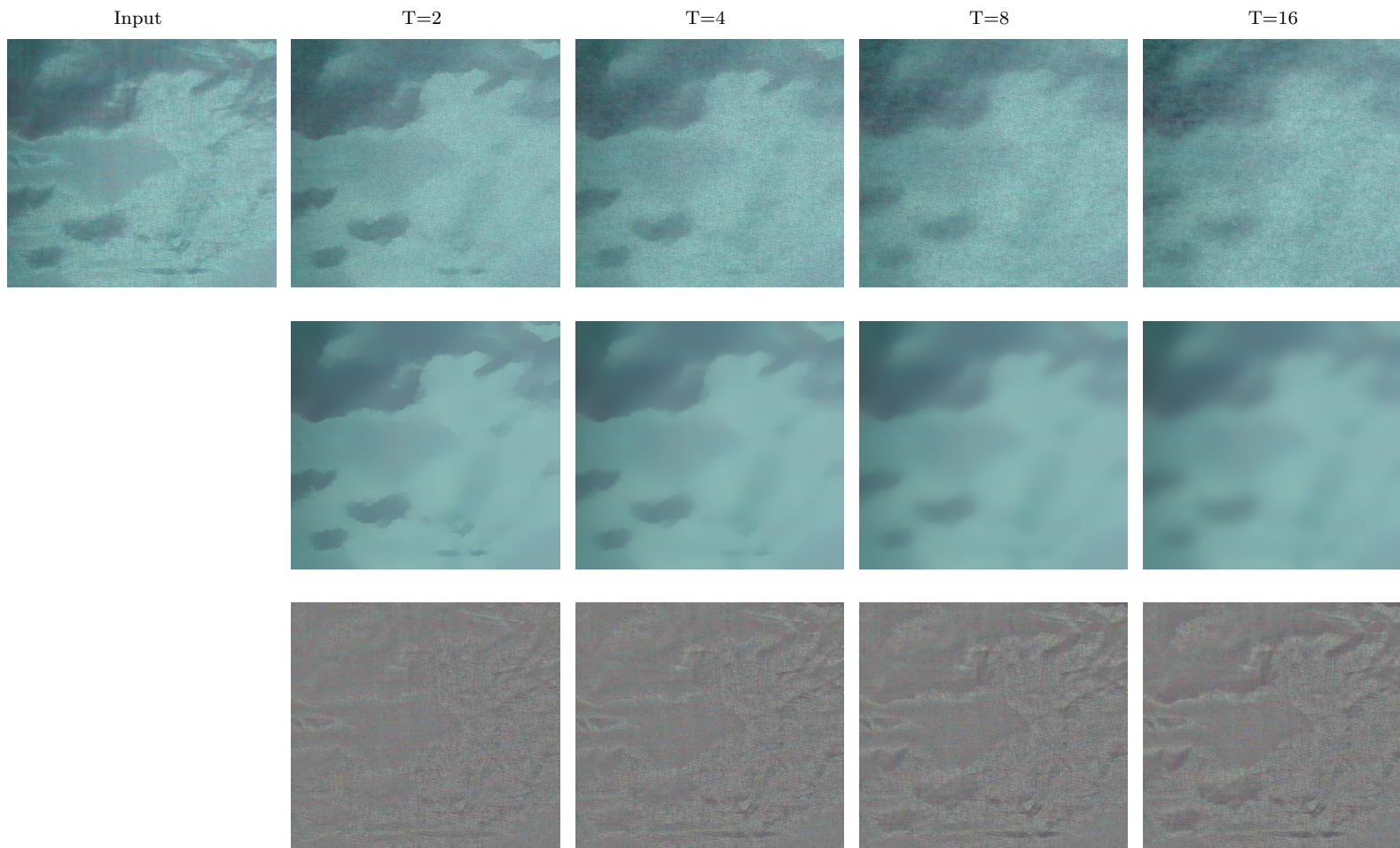
From left to right: increasing sizes T for local spectra used in the analysis.



blue\_rust:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

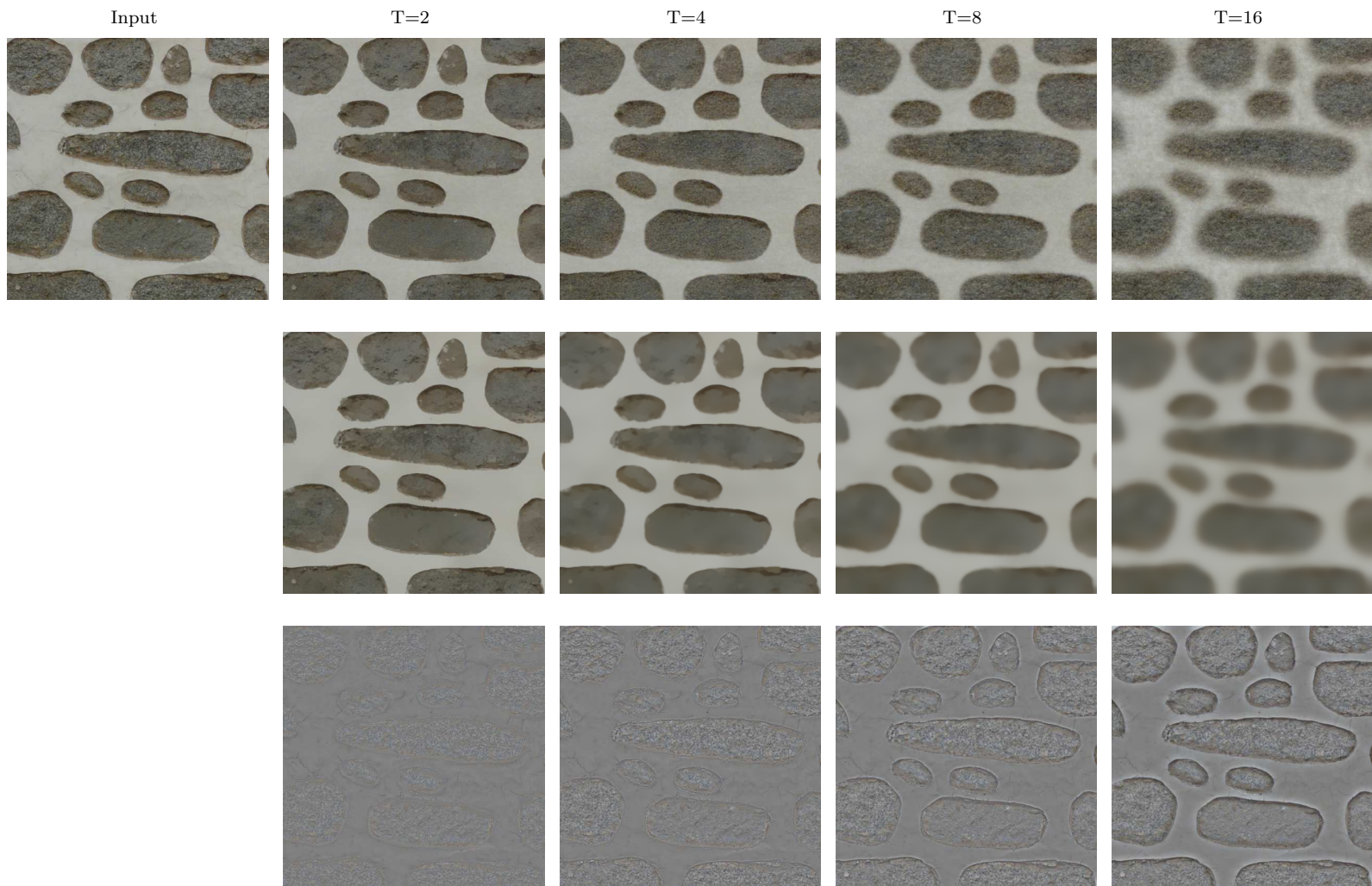
From left to right: increasing sizes T for local spectra used in the analysis.



blue\_silk\_2020005:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

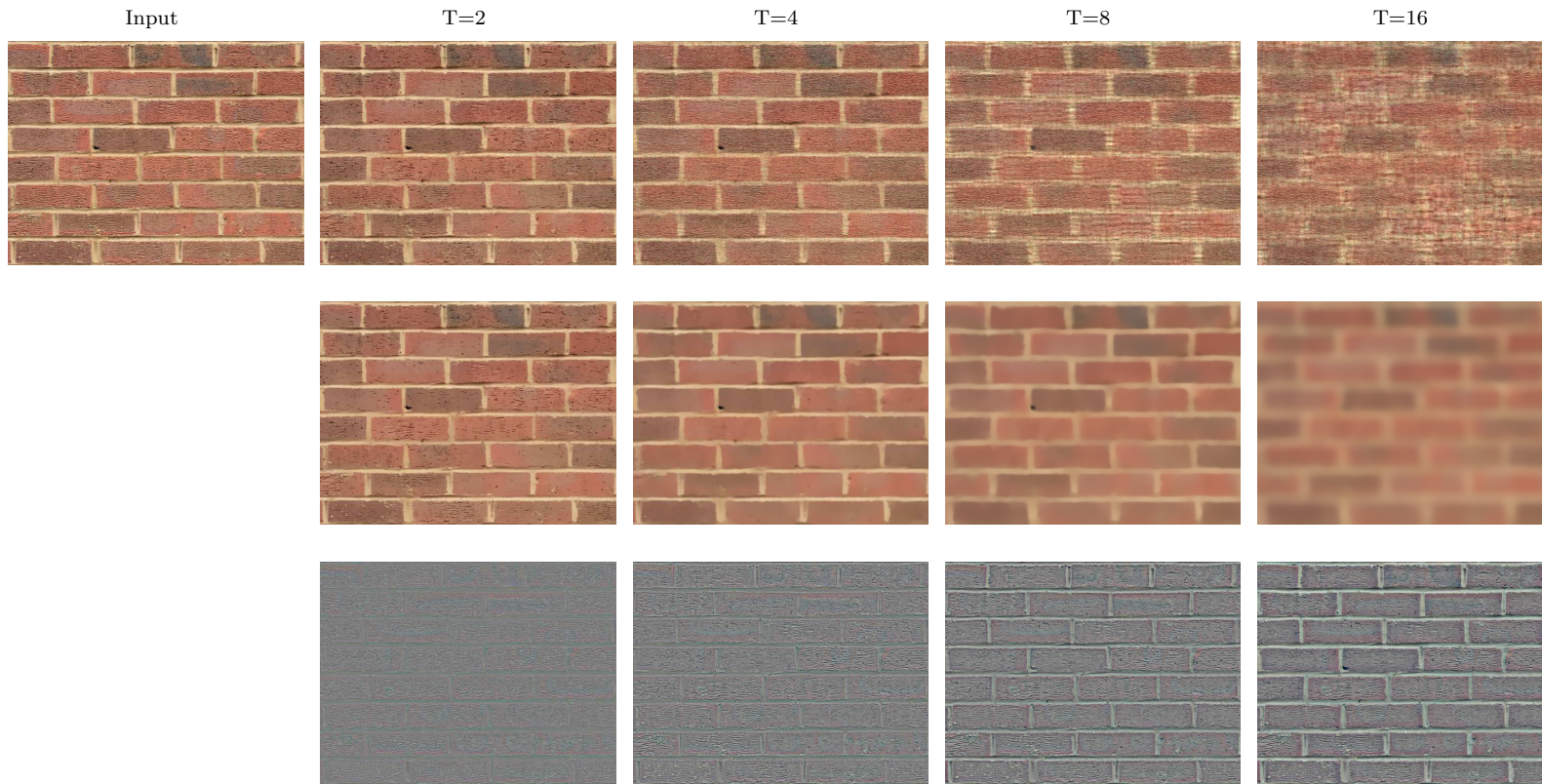
From left to right: increasing sizes T for local spectra used in the analysis.



brick:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

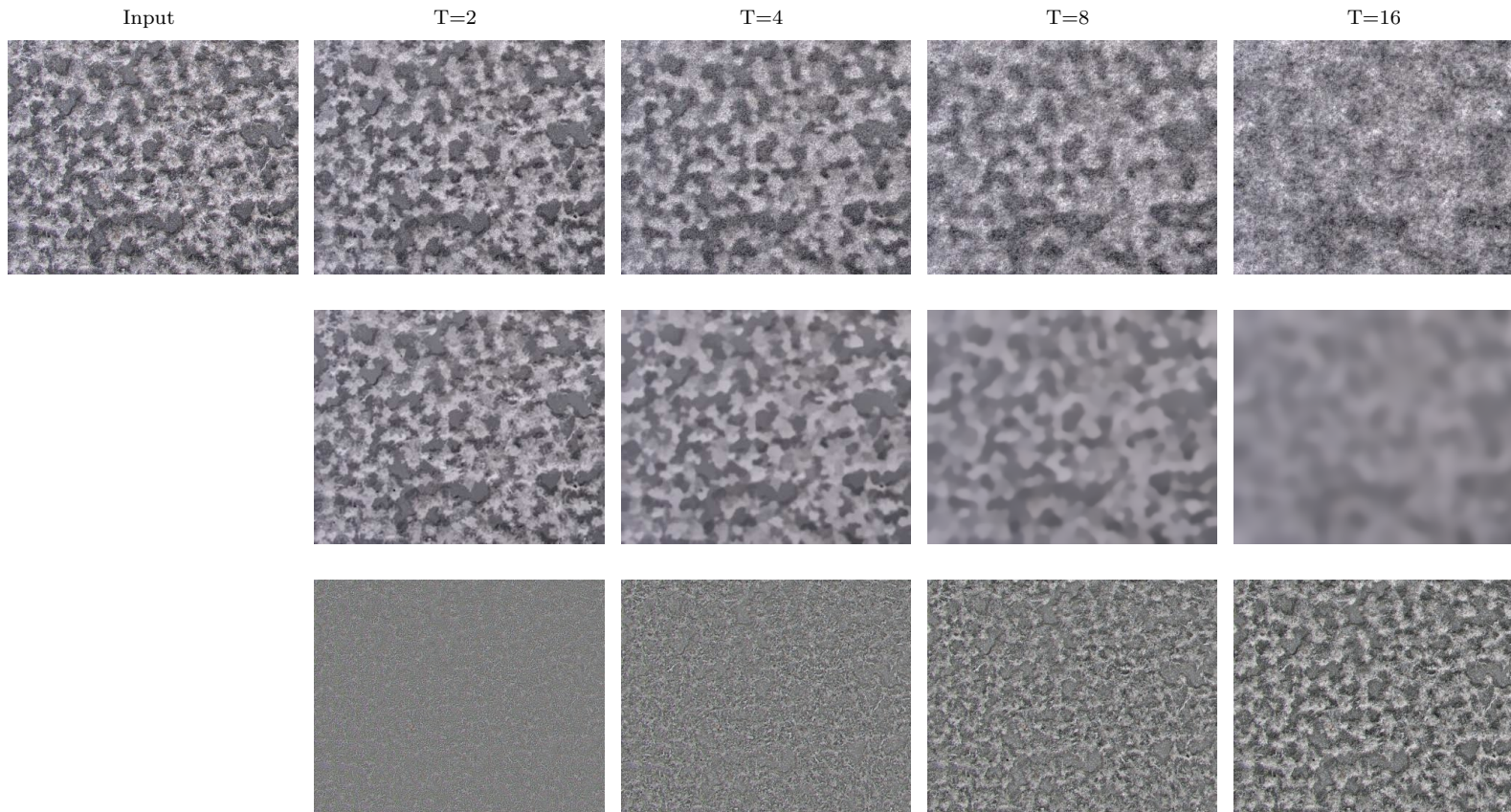
From left to right: increasing sizes T for local spectra used in the analysis.



bricks\_3141233:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

From left to right: increasing sizes T for local spectra used in the analysis.

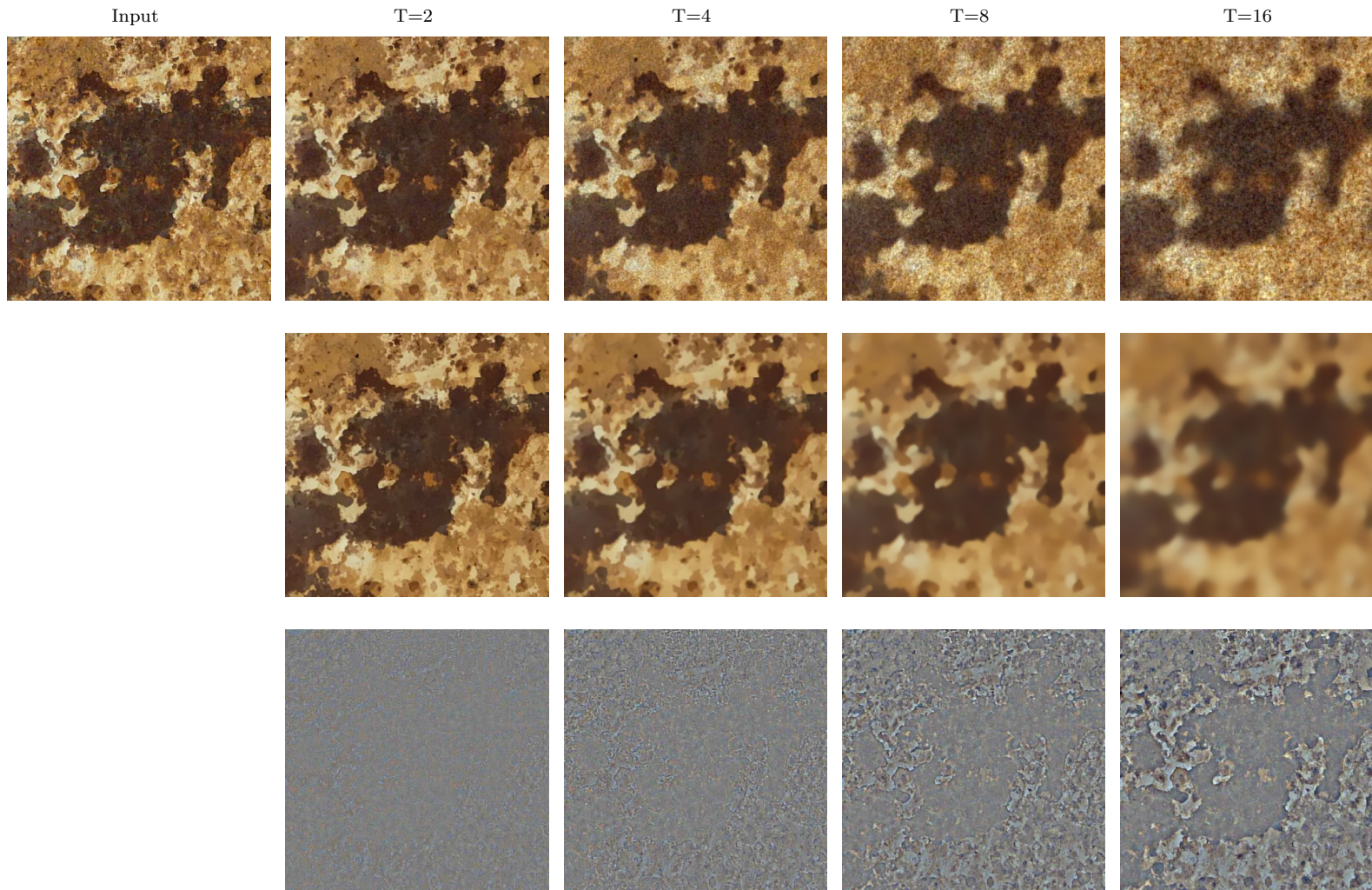


bumpy\_hard\_concrete\_texture\_9261475:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

From left to right: increasing sizes T for local spectra used in the analysis.

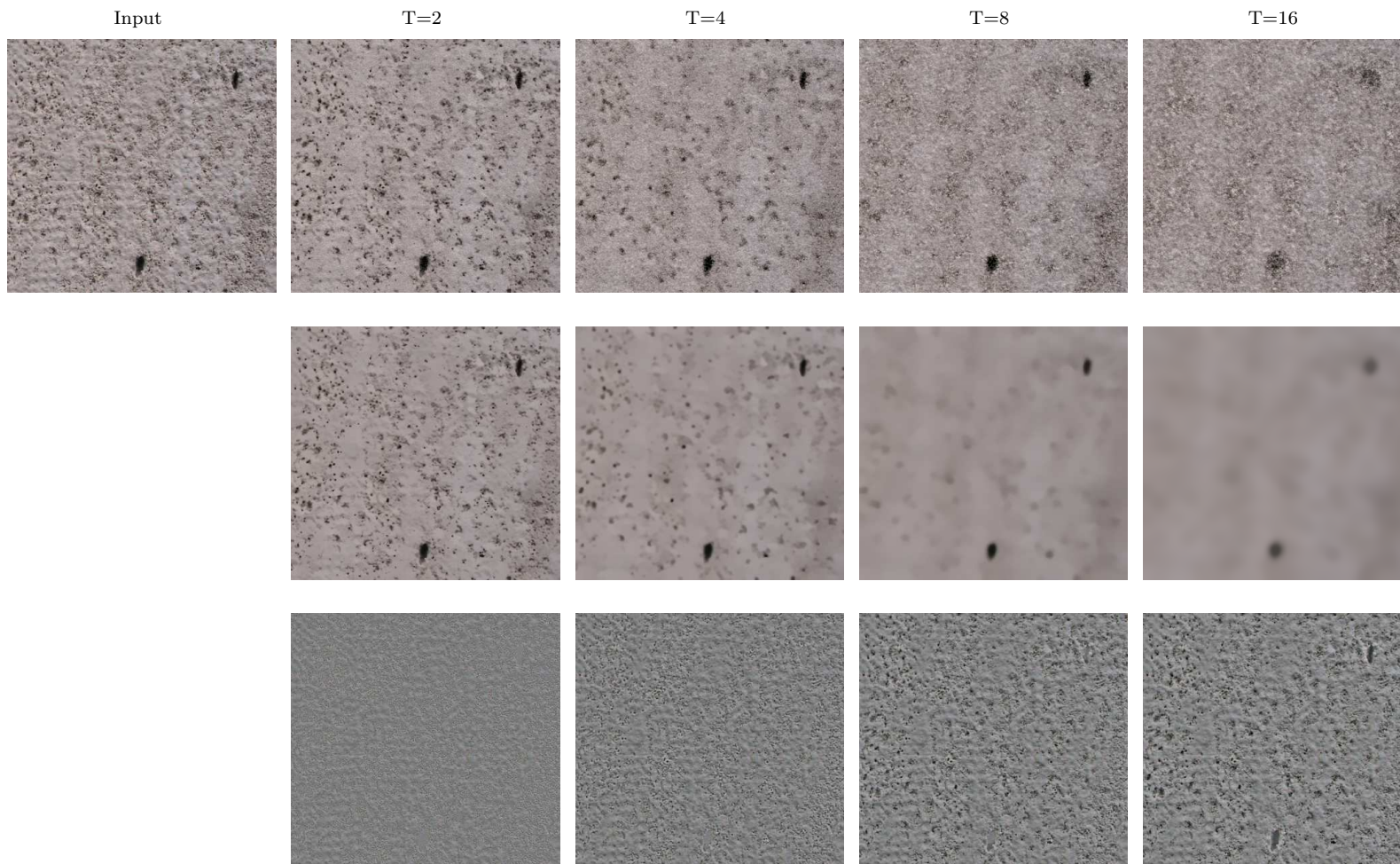




completely\_rusted:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

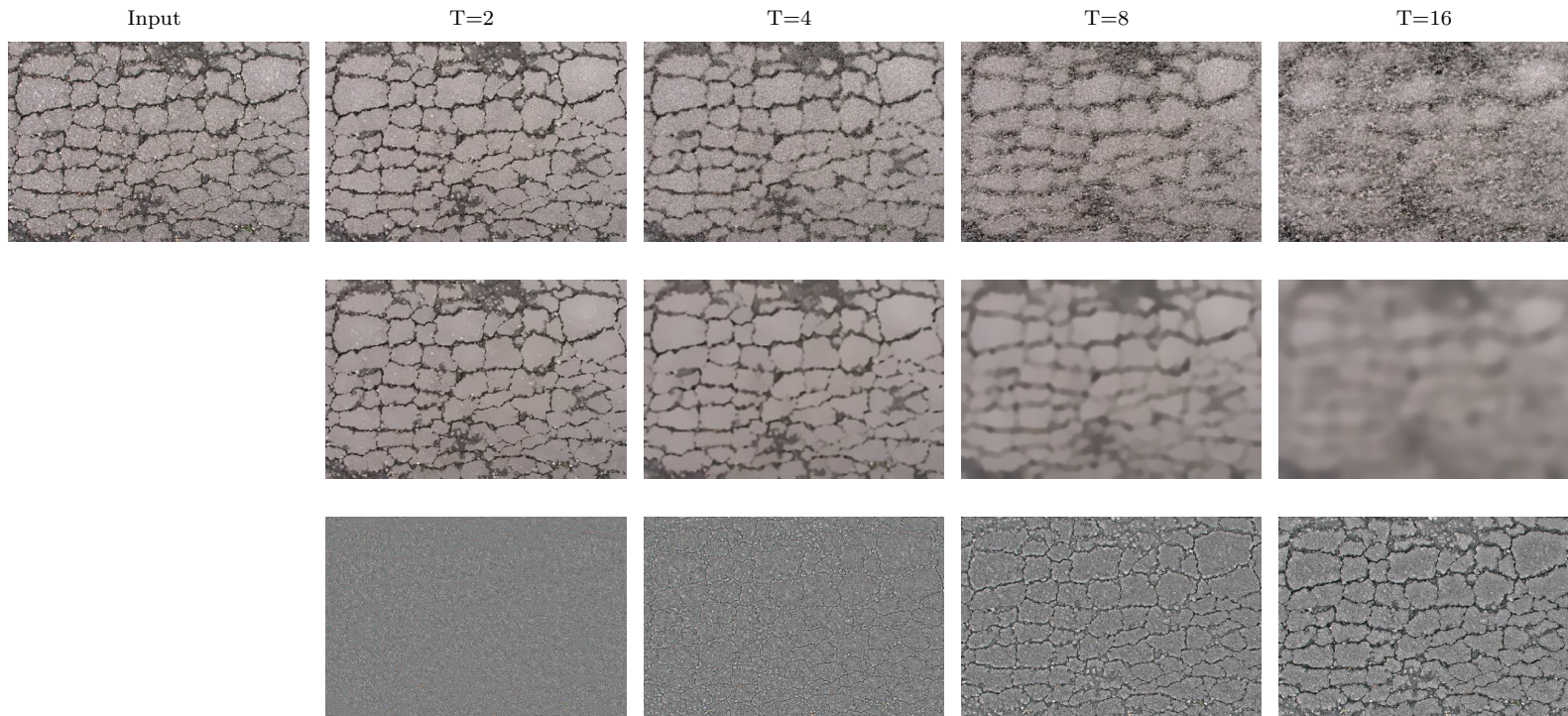
From left to right: increasing sizes T for local spectra used in the analysis.



concrete\_170793:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

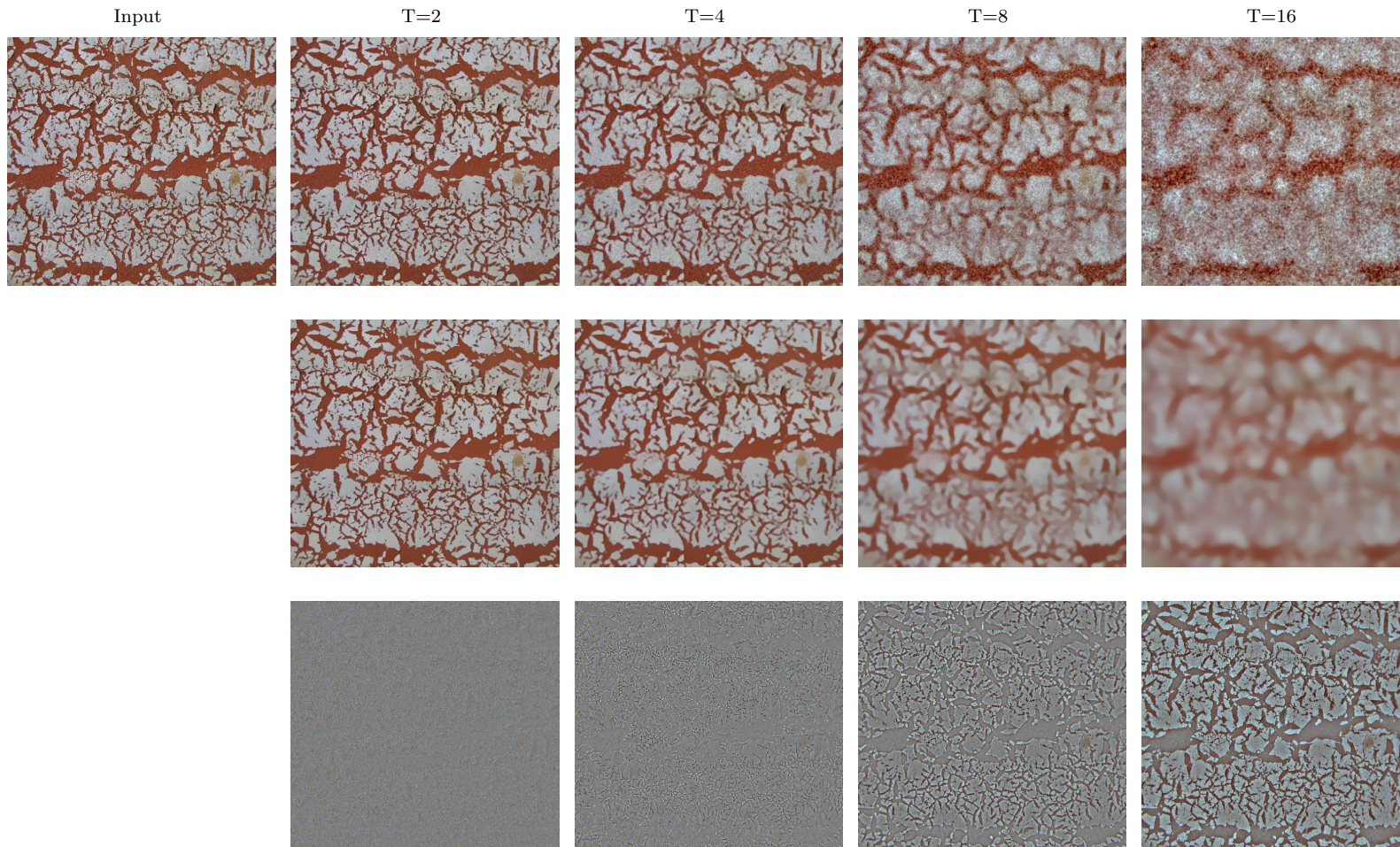
From left to right: increasing sizes T for local spectra used in the analysis.



cracked\_asphalt\_160796:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

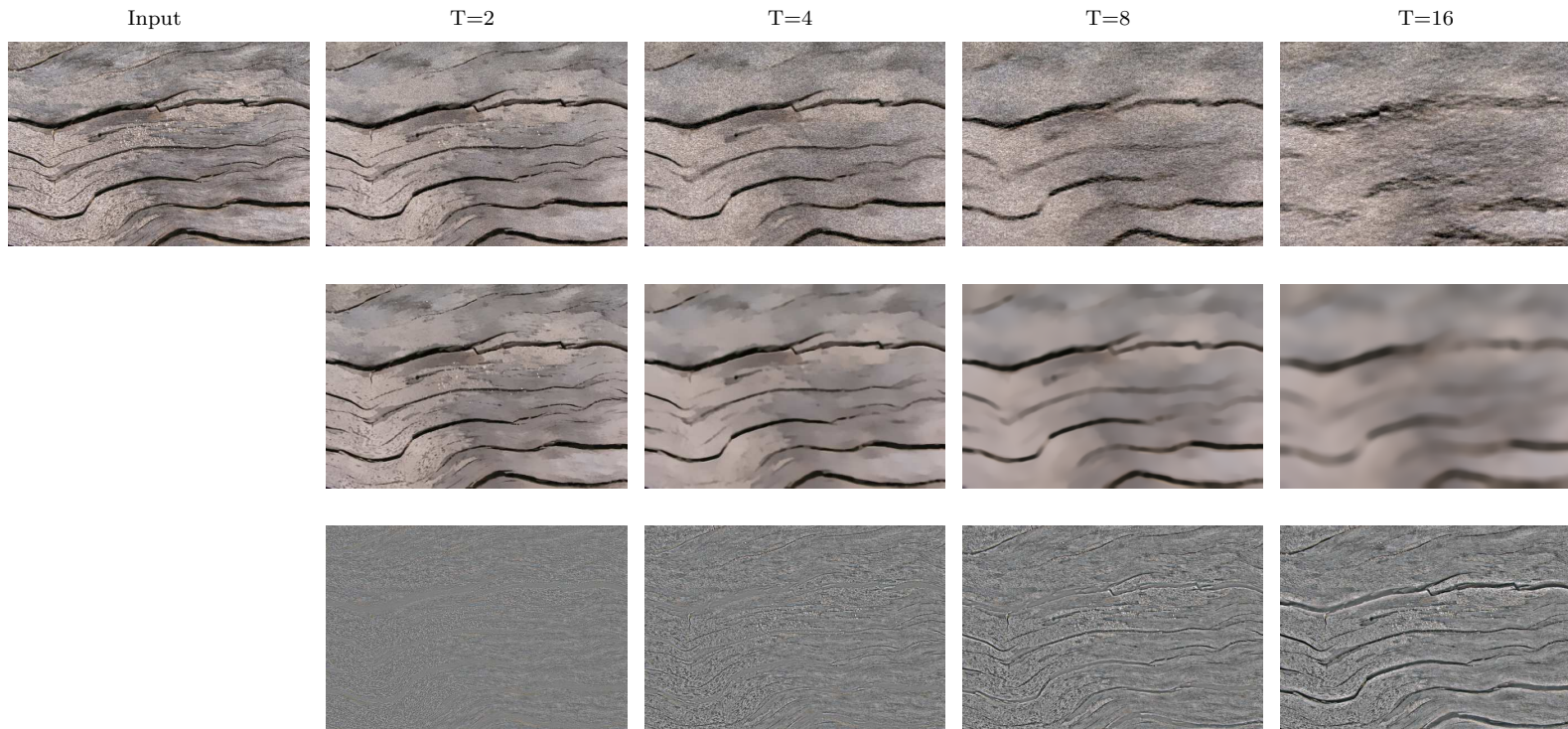
From left to right: increasing sizes T for local spectra used in the analysis.



cracked\_paint\_240037:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

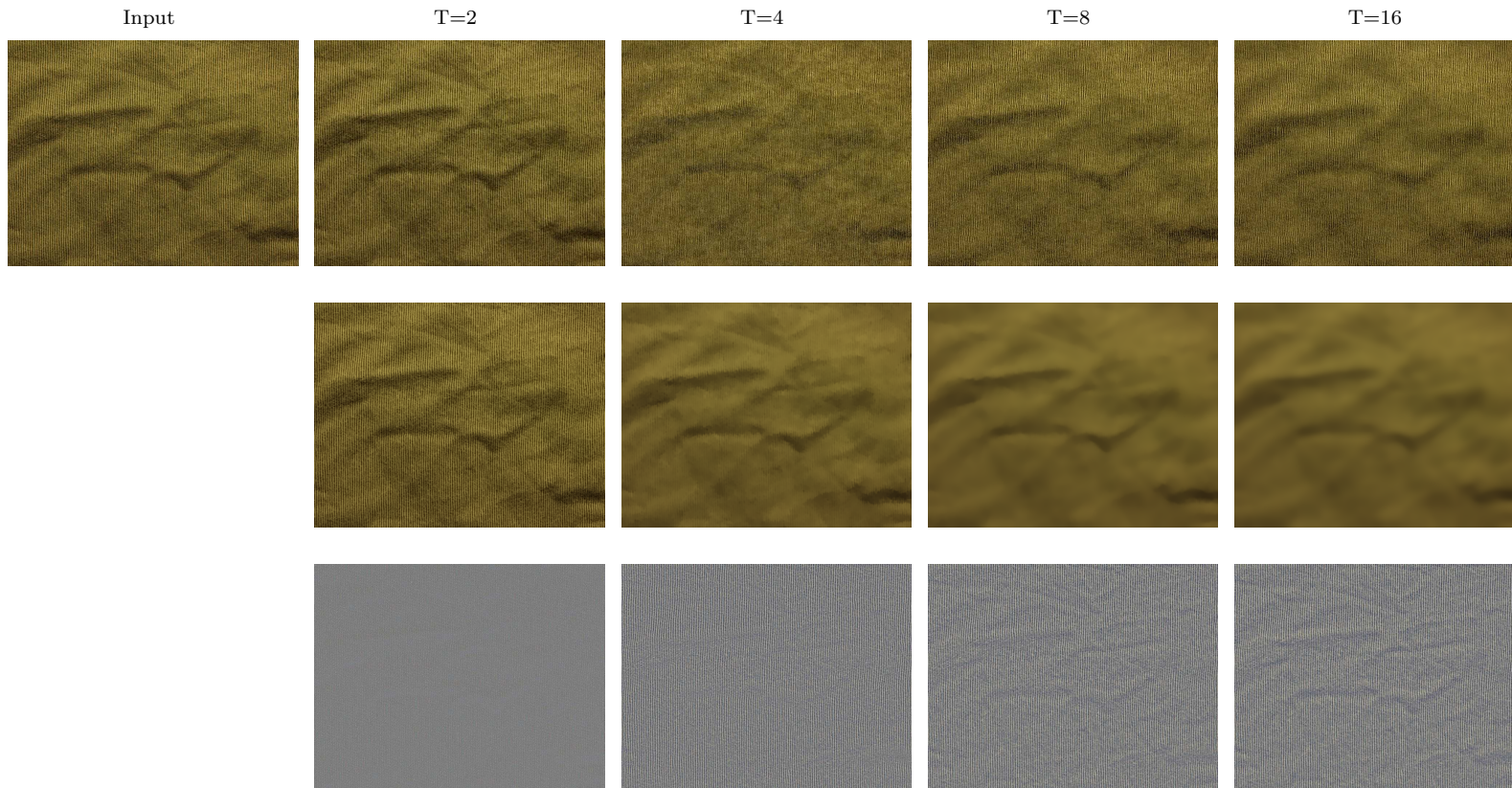
From left to right: increasing sizes T for local spectra used in the analysis.



cracked\_wooden\_plank\_7090594:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

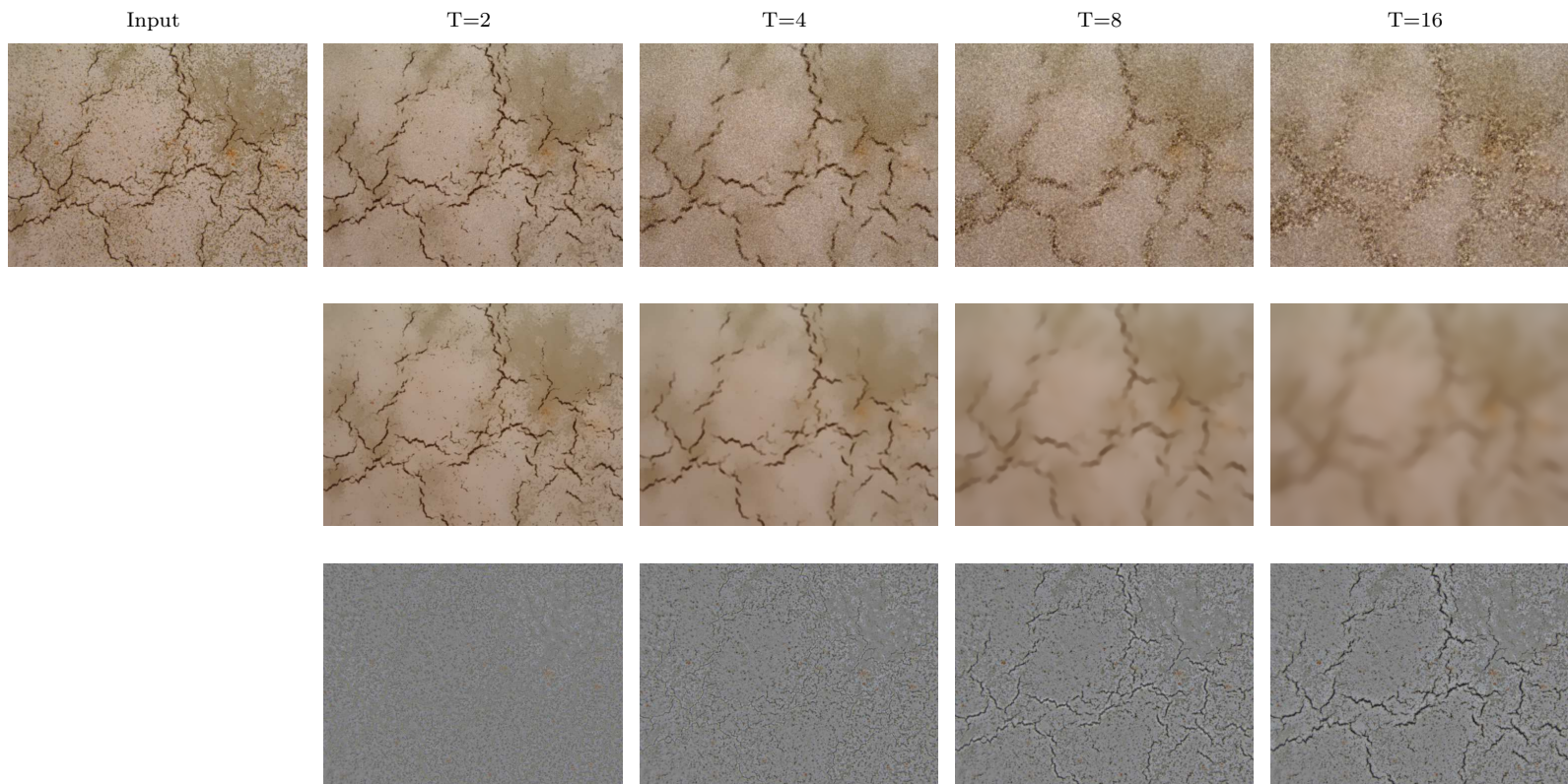
From left to right: increasing sizes  $T$  for local spectra used in the analysis.



creased\_fabric\_7458:

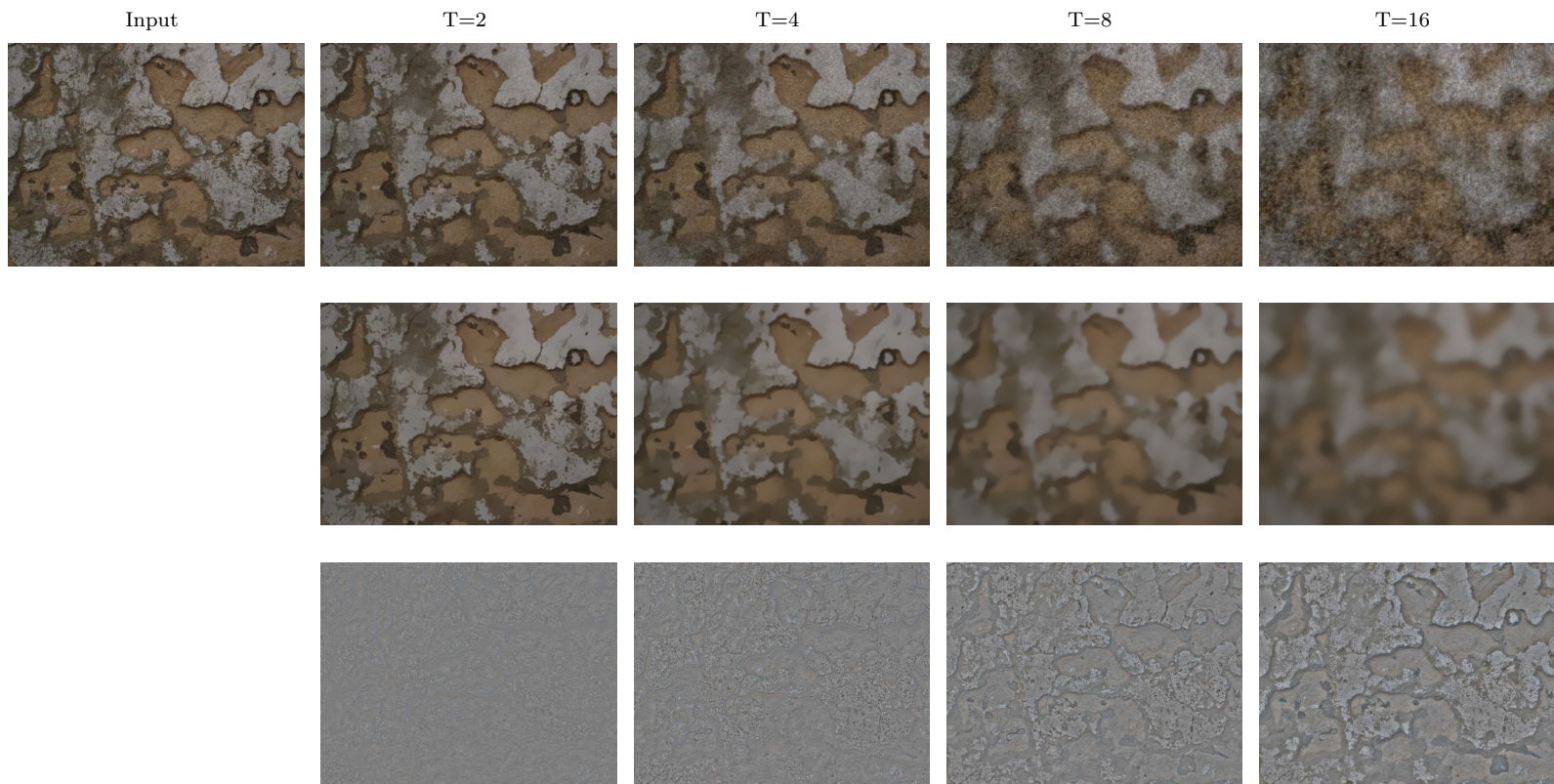
From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

From left to right: increasing sizes T for local spectra used in the analysis.



dotted\_cracked\_concrete\_9290255:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.  
 From left to right: increasing sizes  $T$  for local spectra used in the analysis.

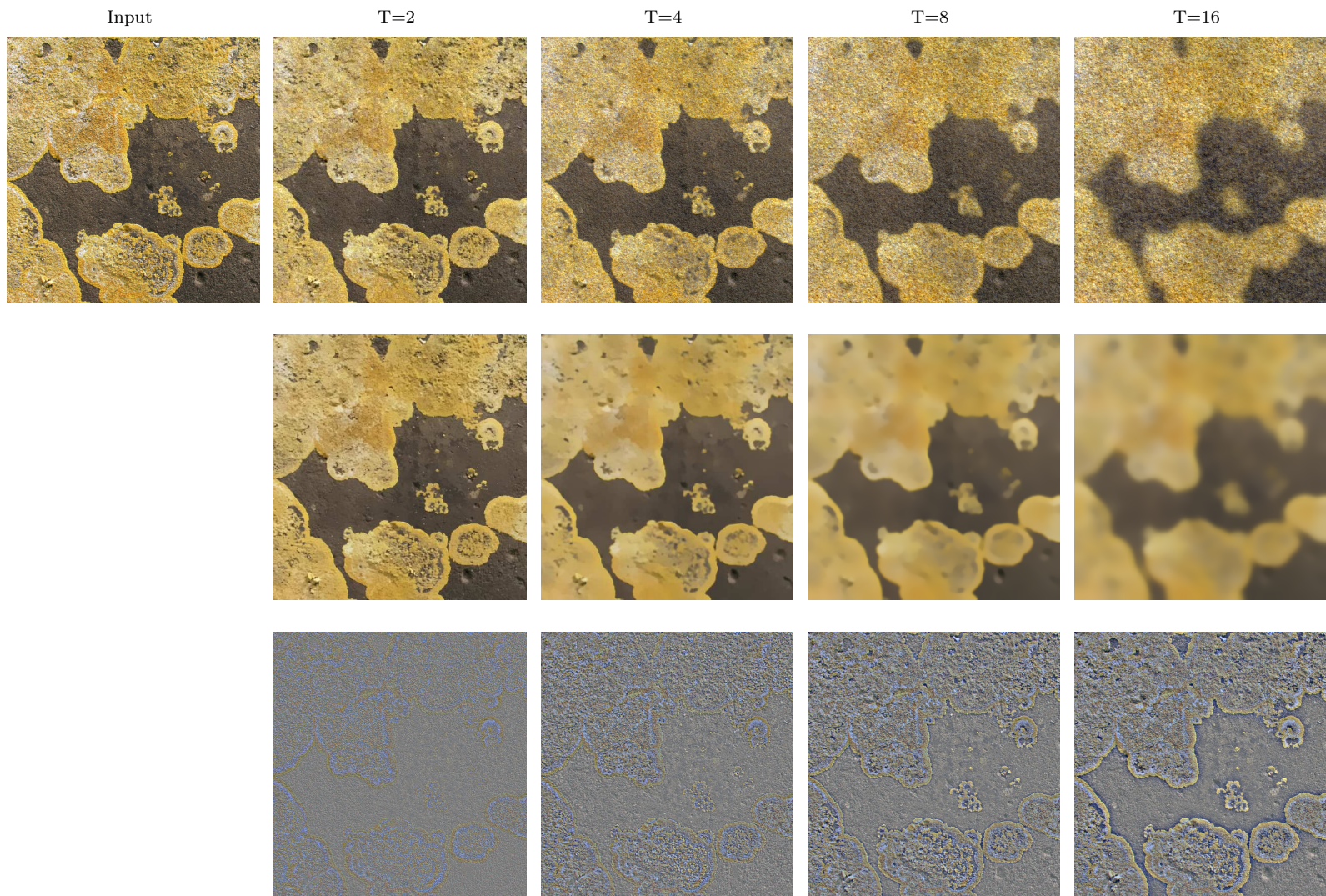


flaked\_plaster\_wall\_4602:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

From left to right: increasing sizes  $T$  for local spectra used in the analysis.

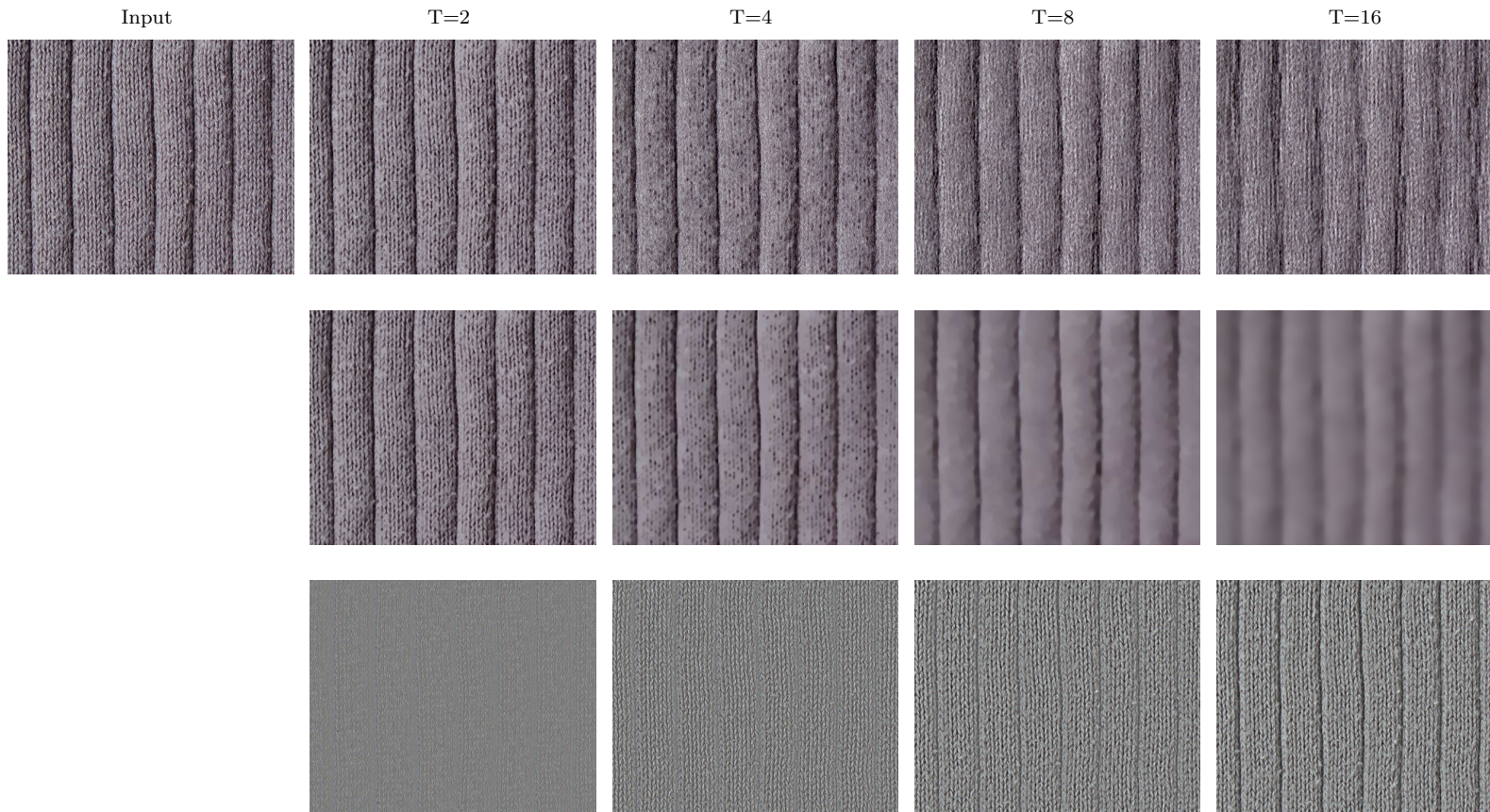




lichen\_on\_stone\_5140209:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

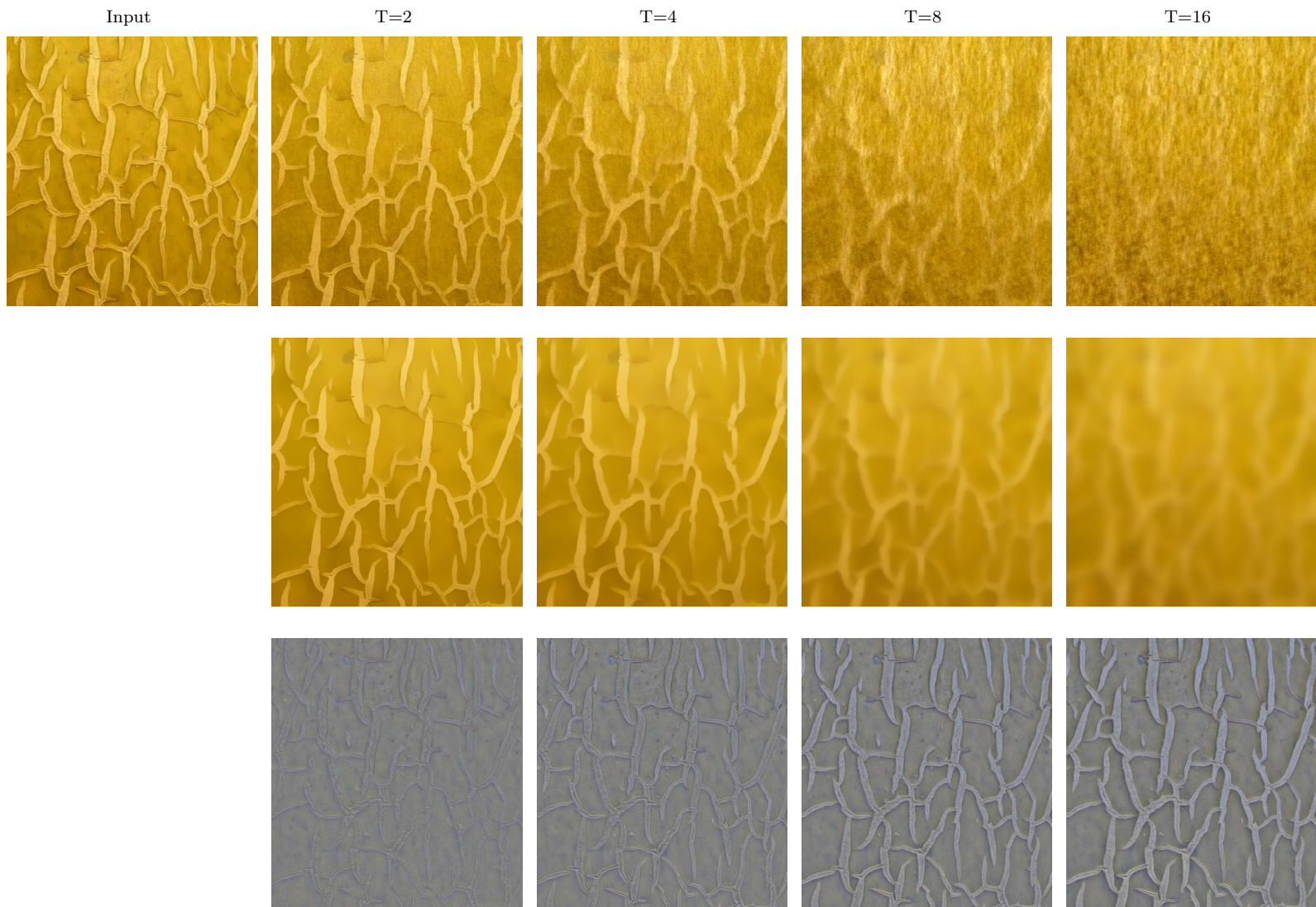
From left to right: increasing sizes T for local spectra used in the analysis.



lined\_woolen\_material\_2020103:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

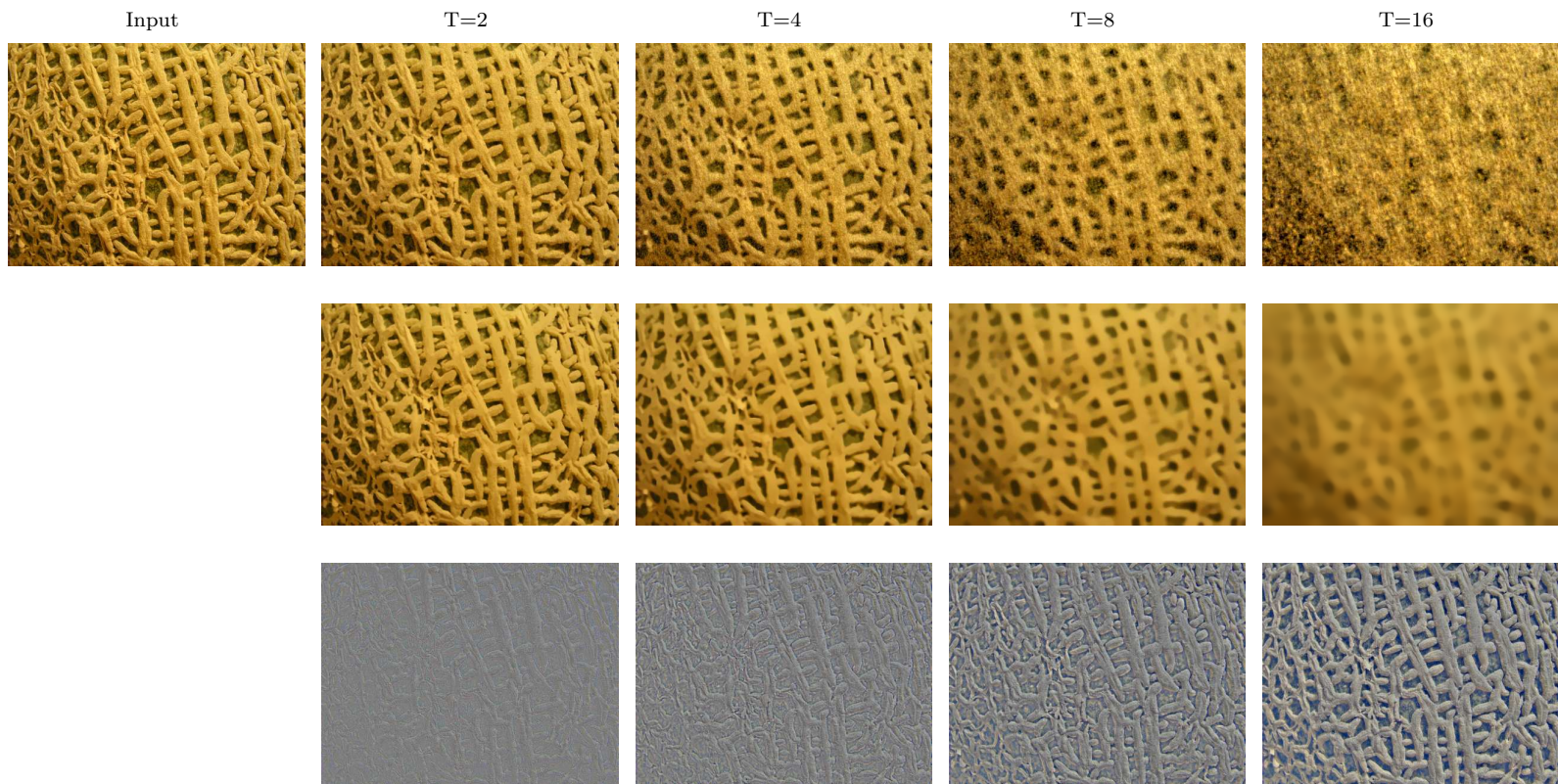
From left to right: increasing sizes T for local spectra used in the analysis.



melon\_1011136:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

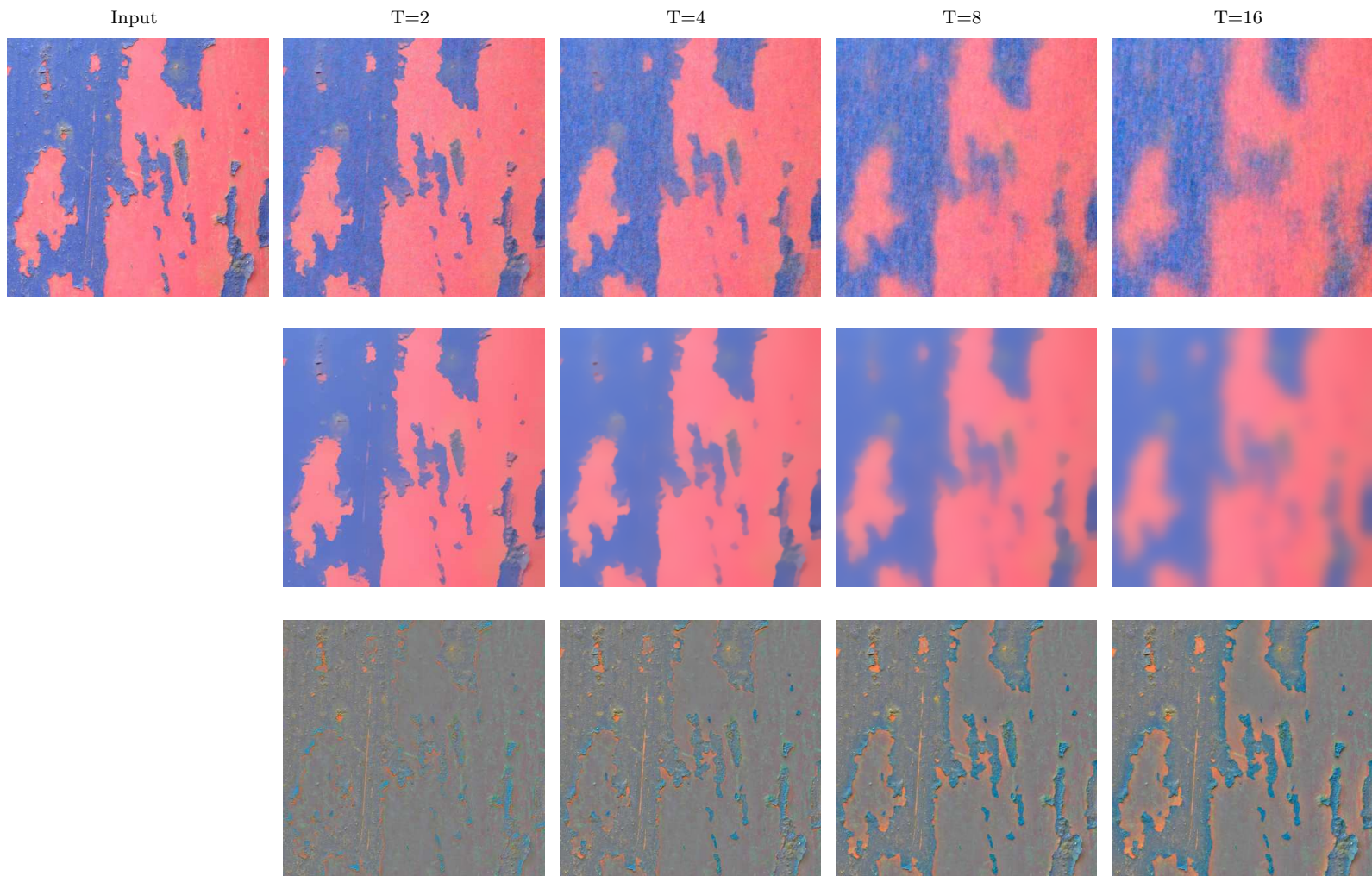
From left to right: increasing sizes T for local spectra used in the analysis.



melon\_skin\_1011130:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

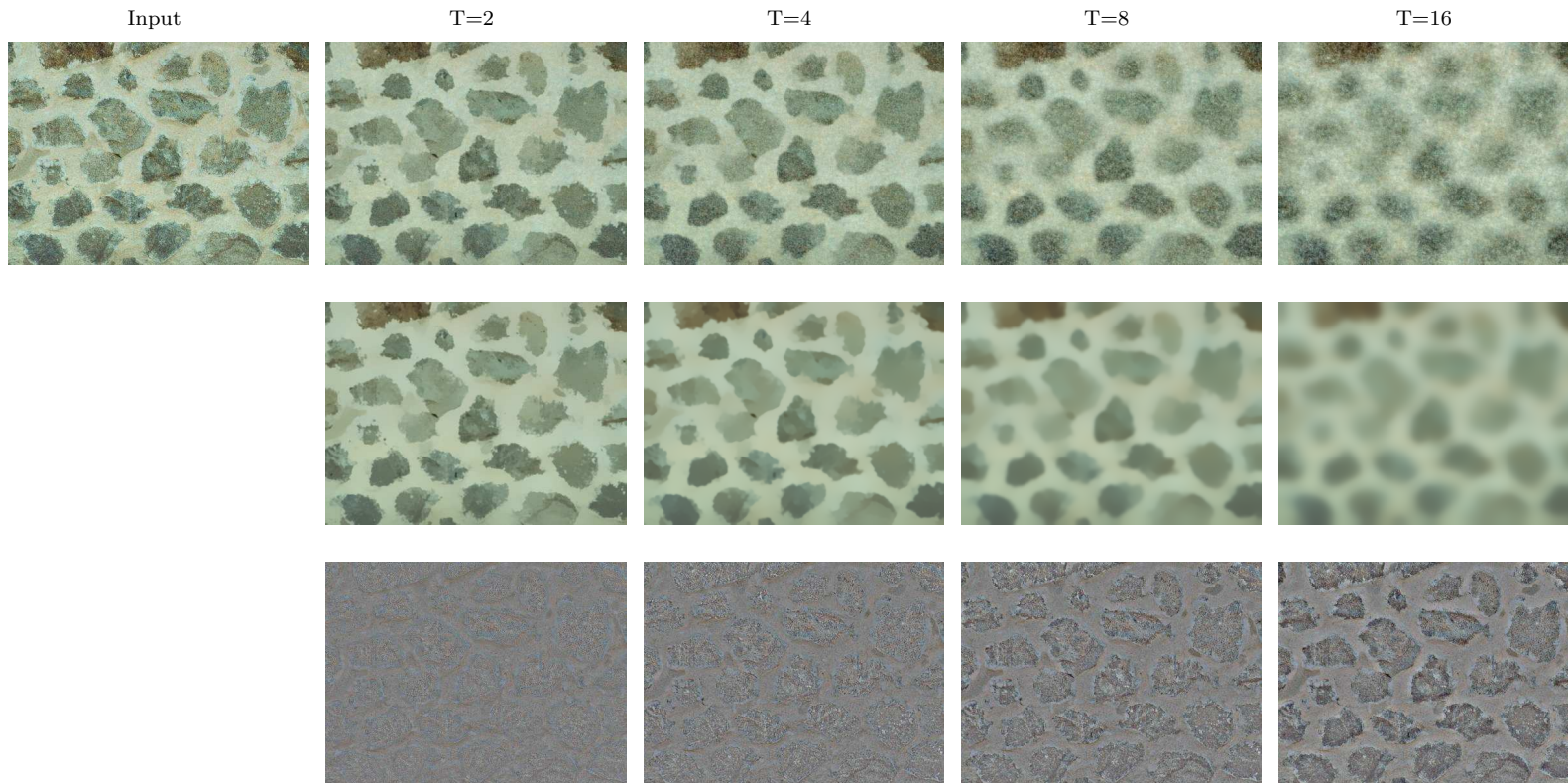
From left to right: increasing sizes T for local spectra used in the analysis.



metal\_peeling\_paint\_4131527:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

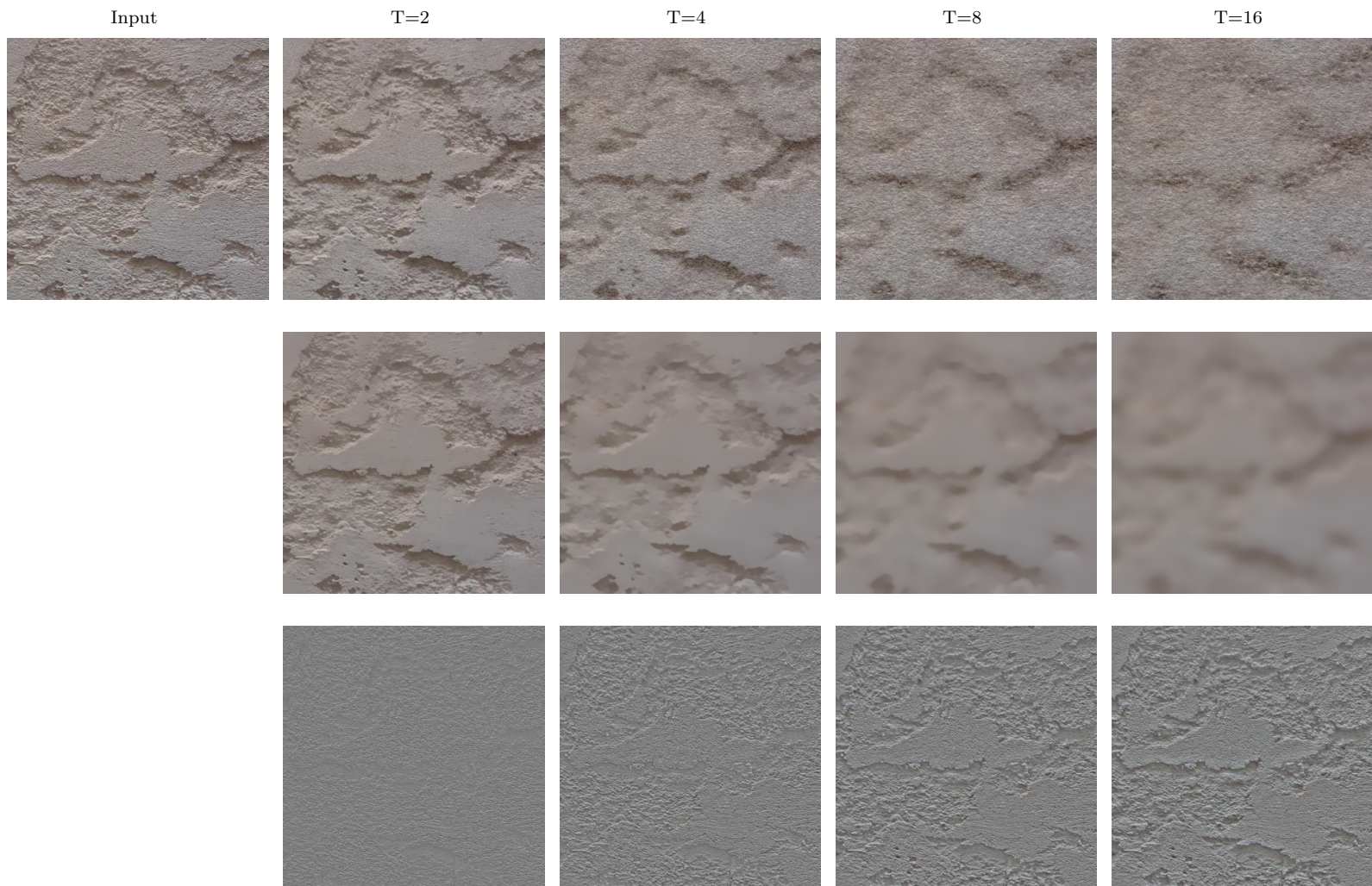
From left to right: increasing sizes  $T$  for local spectra used in the analysis.



mosaicstones2:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

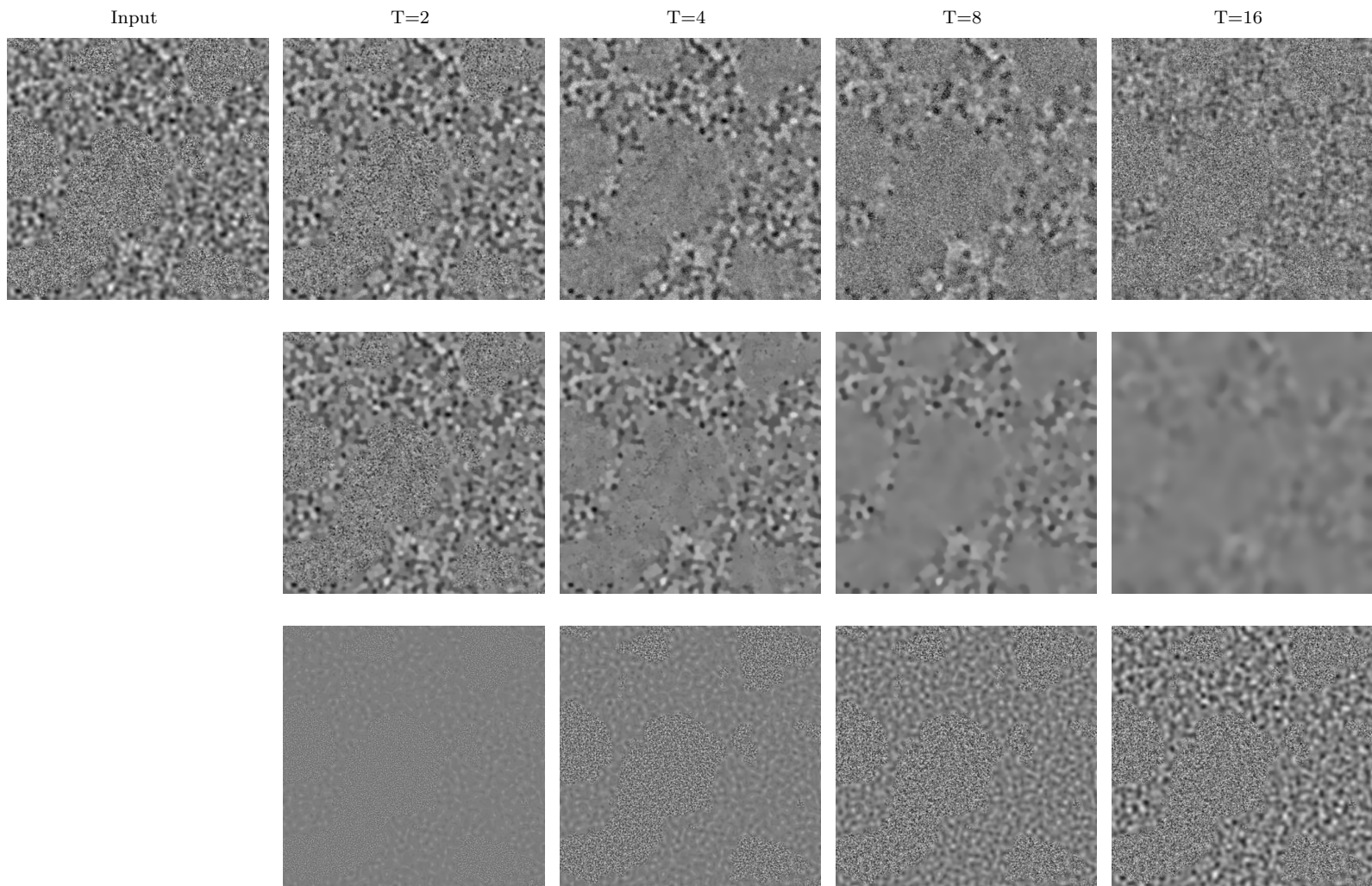
From left to right: increasing sizes T for local spectra used in the analysis.



natural\_noise\_recrop:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

From left to right: increasing sizes T for local spectra used in the analysis.

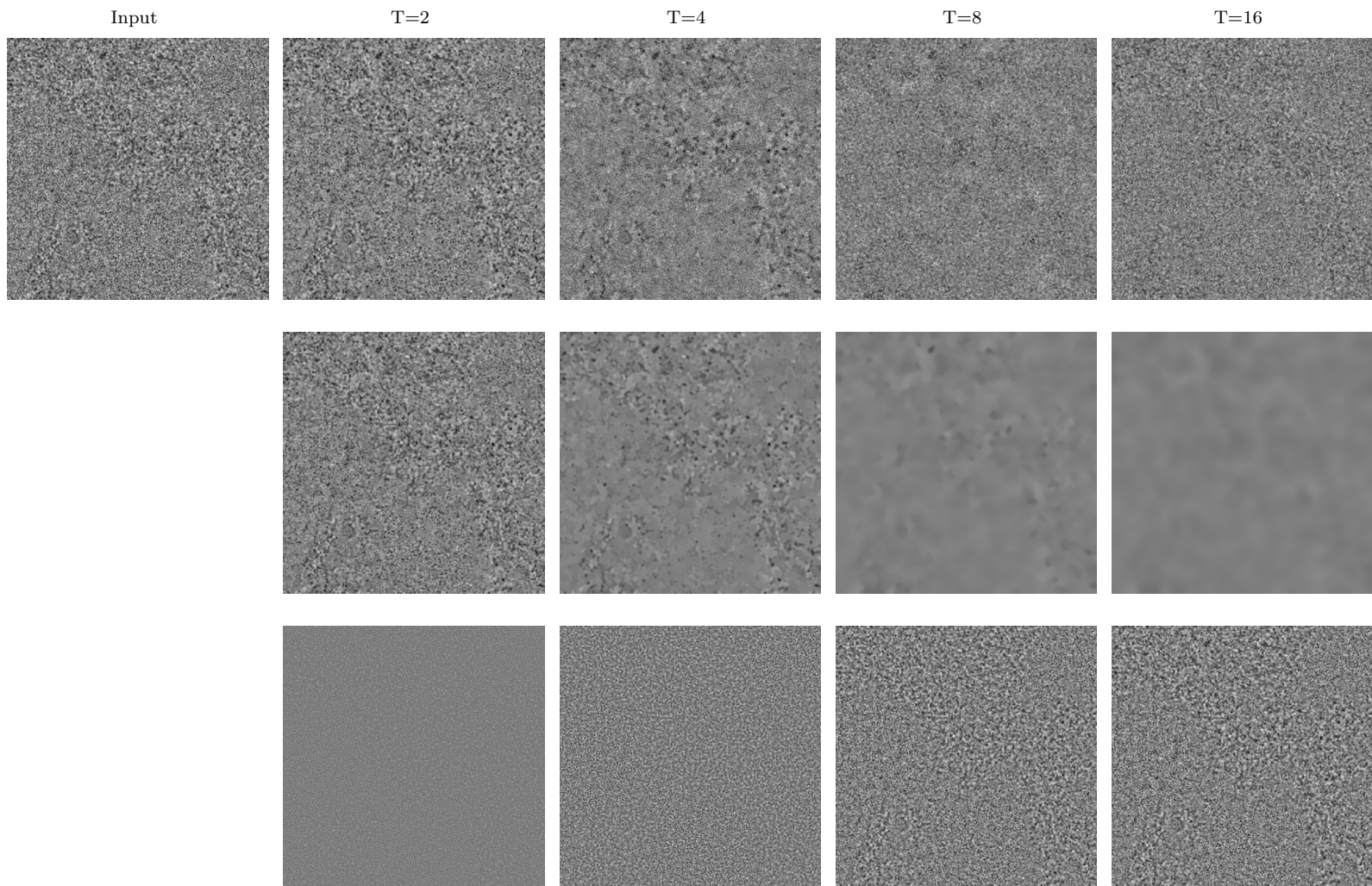


noise\_04\_02\_08\_16:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

From left to right: increasing sizes  $T$  for local spectra used in the analysis.

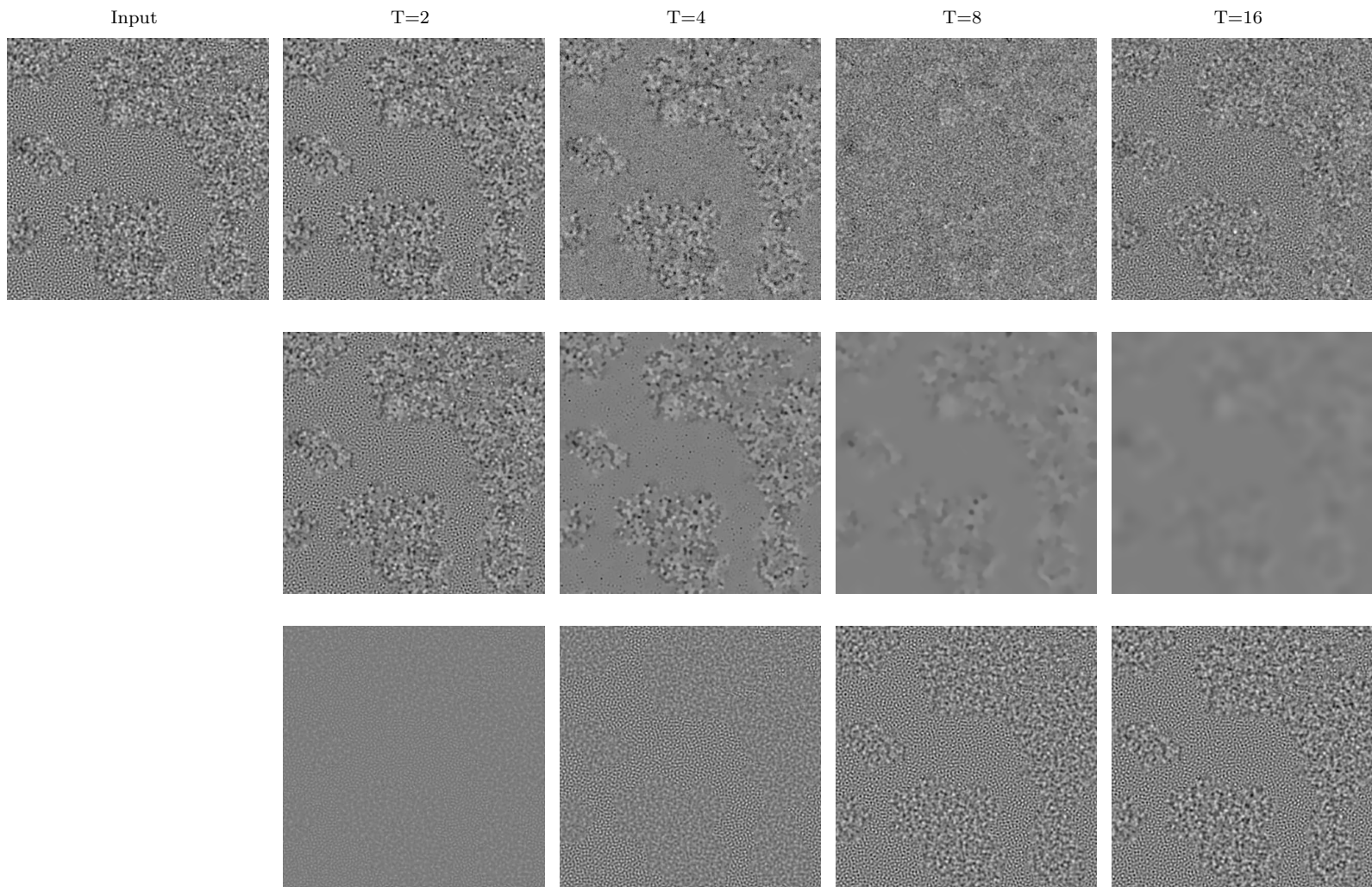




noise\_04\_02\_16\_04:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

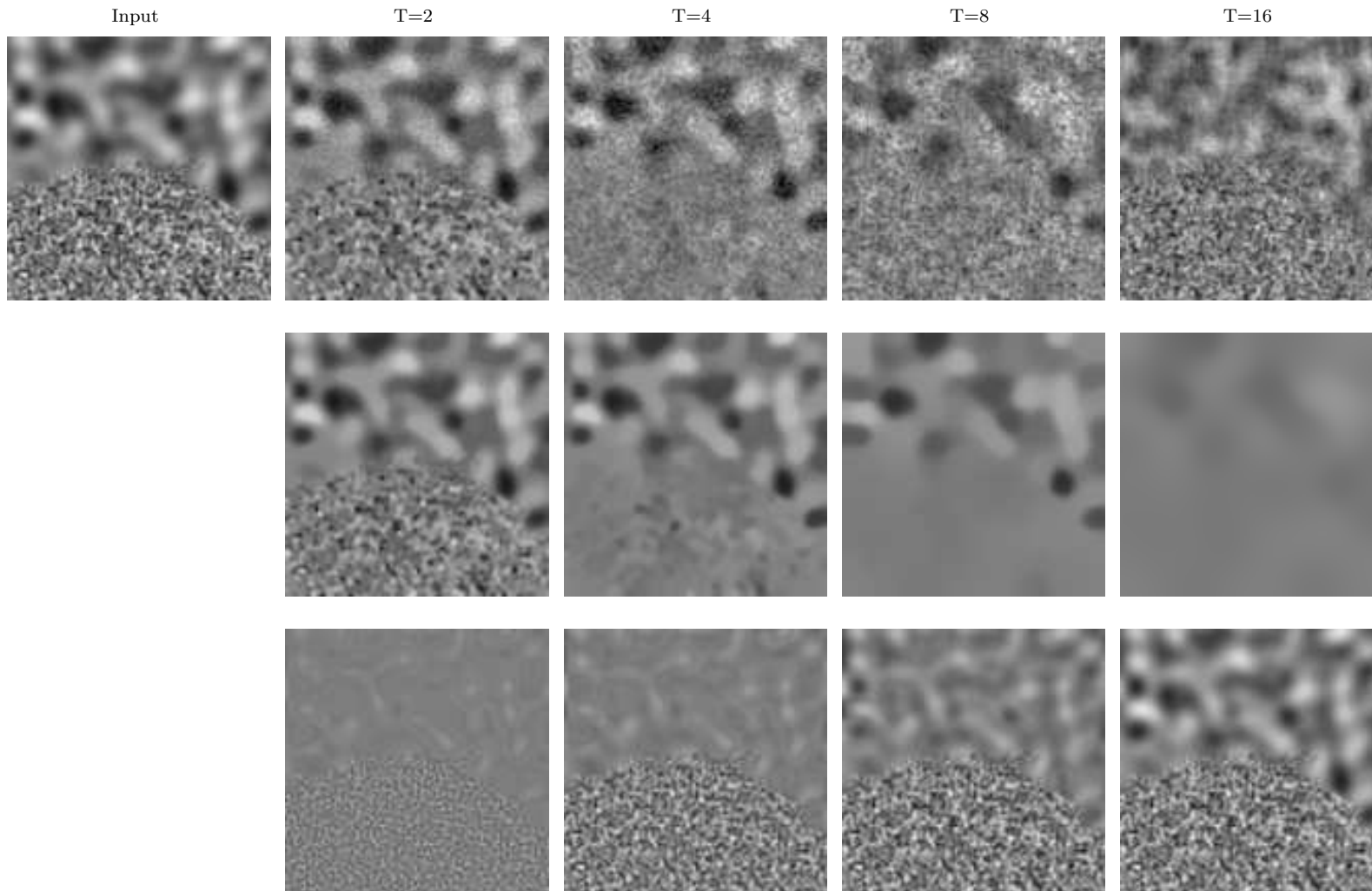
From left to right: increasing sizes  $T$  for local spectra used in the analysis.



noise\_16\_08\_32\_16:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

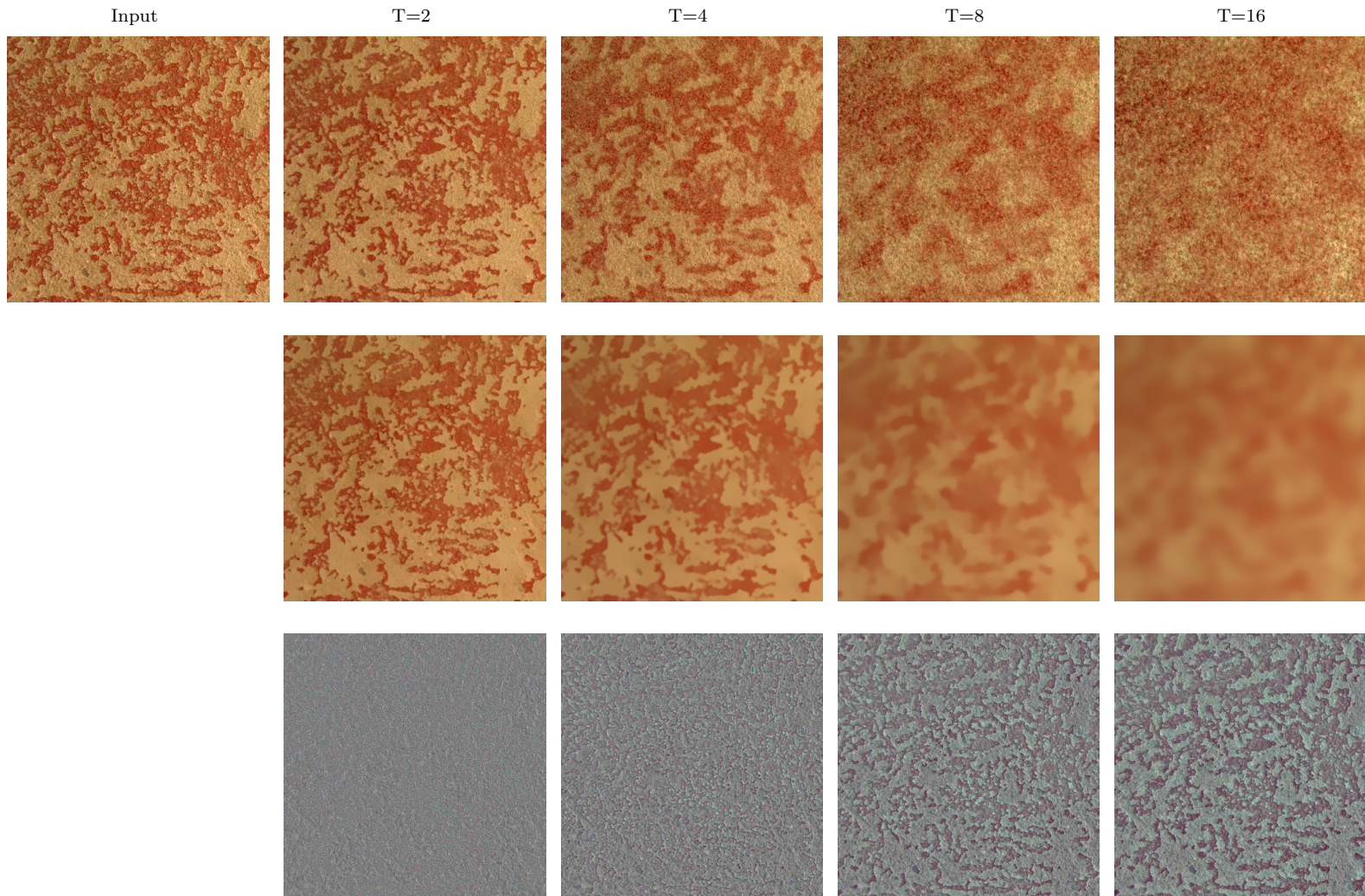
From left to right: increasing sizes  $T$  for local spectra used in the analysis.



noise\_recrop:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

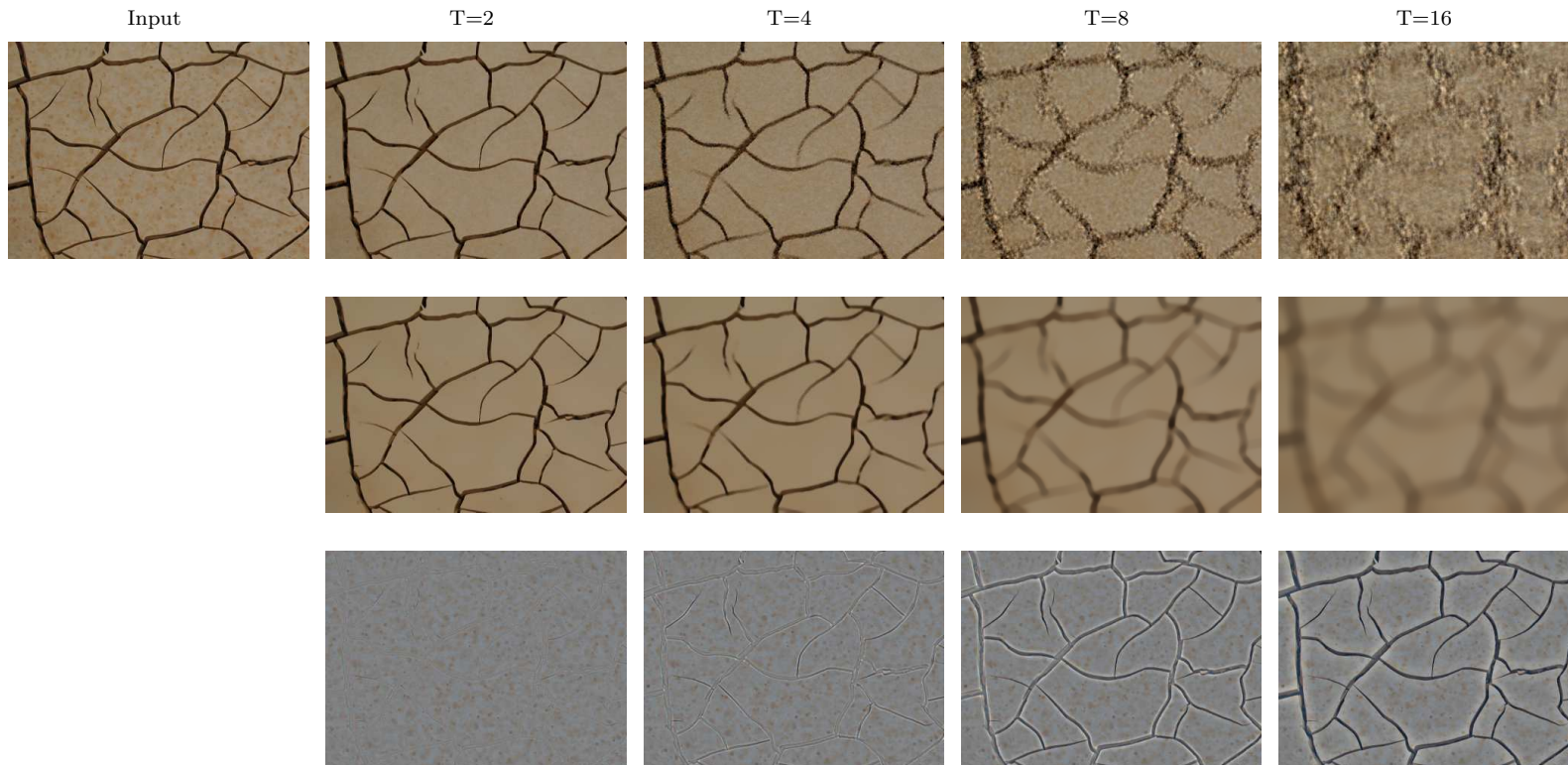
From left to right: increasing sizes  $T$  for local spectra used in the analysis.



painted\_flaked\_concrete\_222733:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

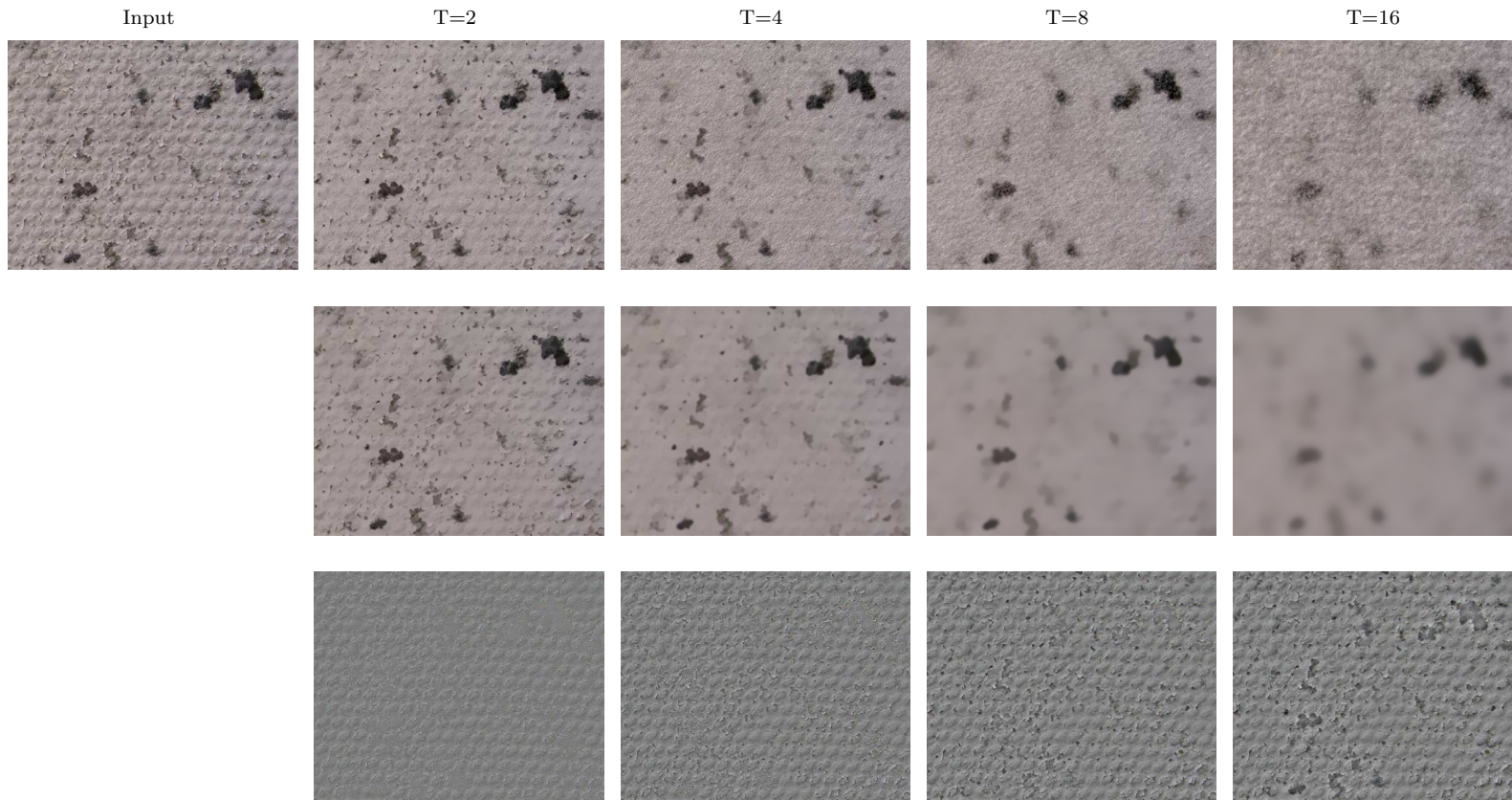
From left to right: increasing sizes T for local spectra used in the analysis.



parched\_cracked\_mud\_rainspots\_2260562:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

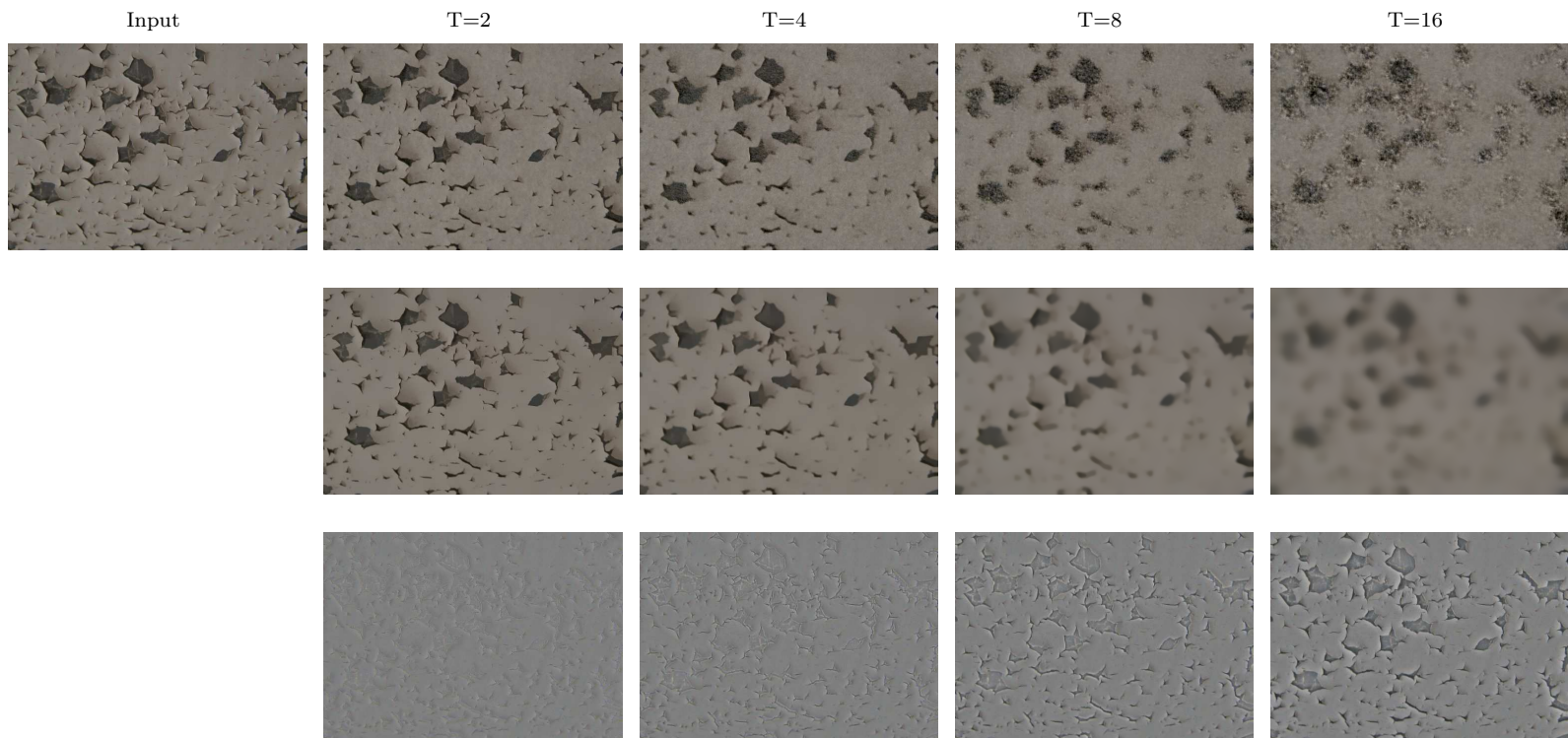
From left to right: increasing sizes T for local spectra used in the analysis.



peeling\_paint\_4060460:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

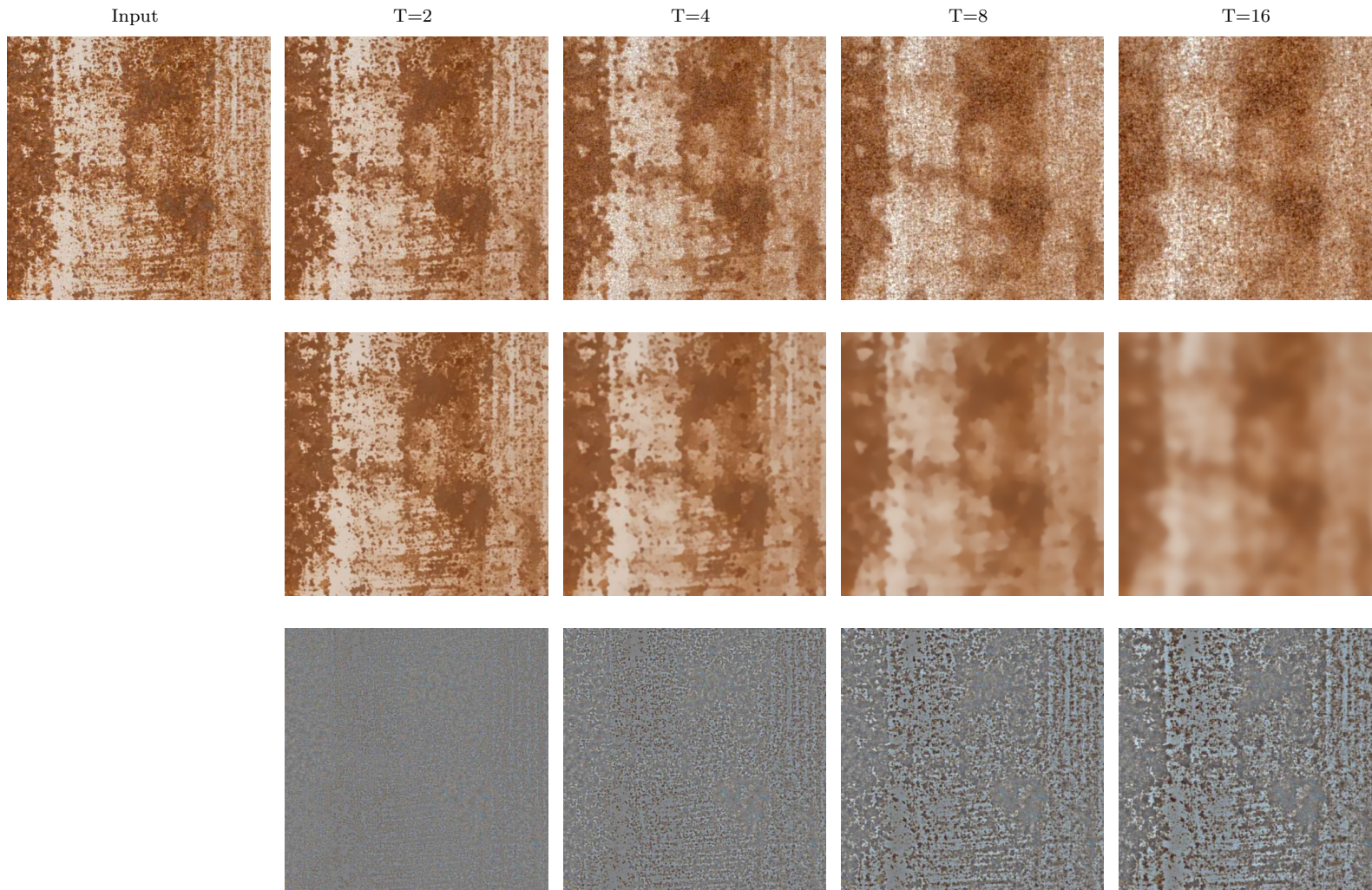
From left to right: increasing sizes T for local spectra used in the analysis.



peeling\_paint\_4843:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

From left to right: increasing sizes T for local spectra used in the analysis.

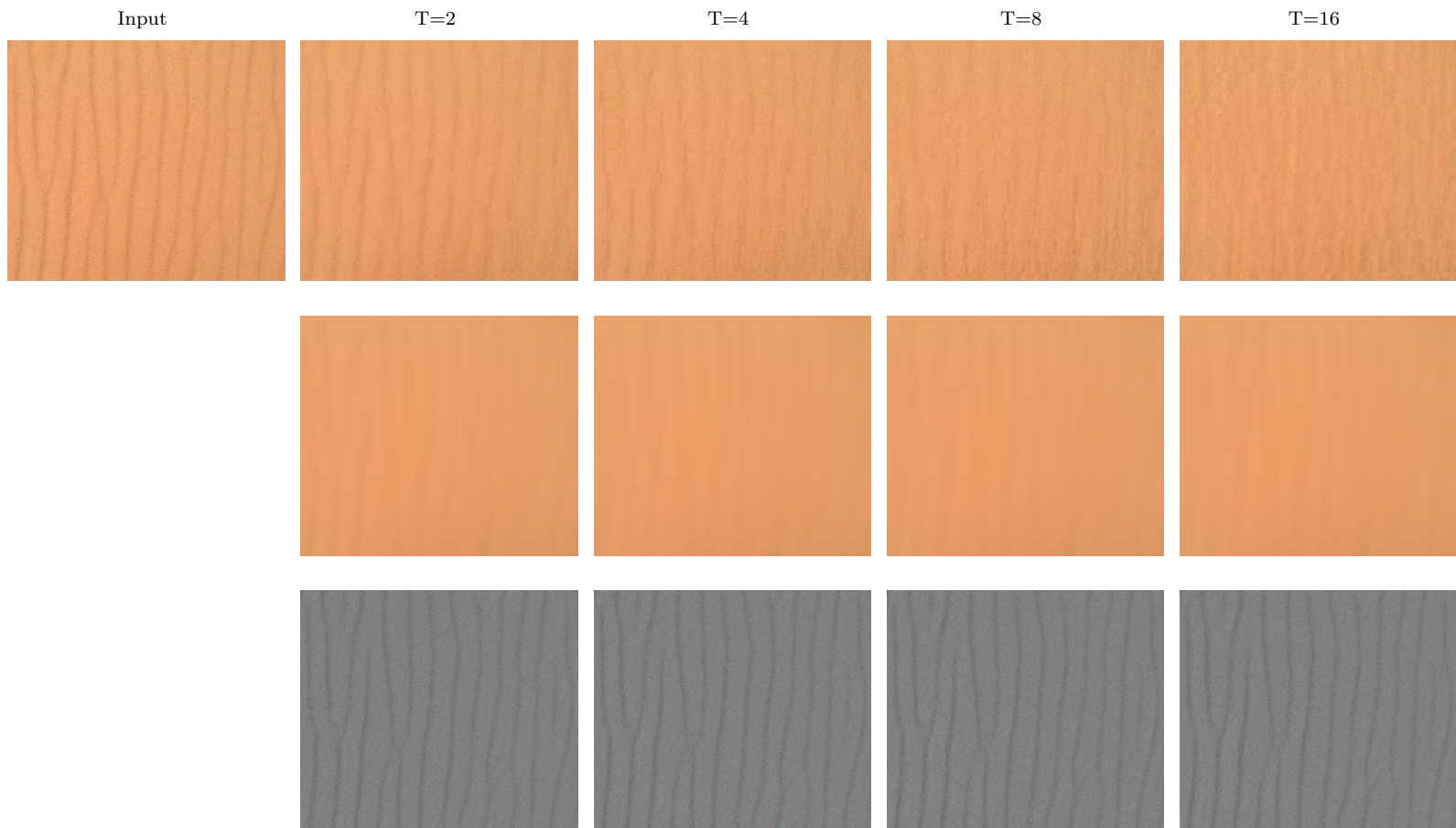


rust\_aniso:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

From left to right: increasing sizes T for local spectra used in the analysis.

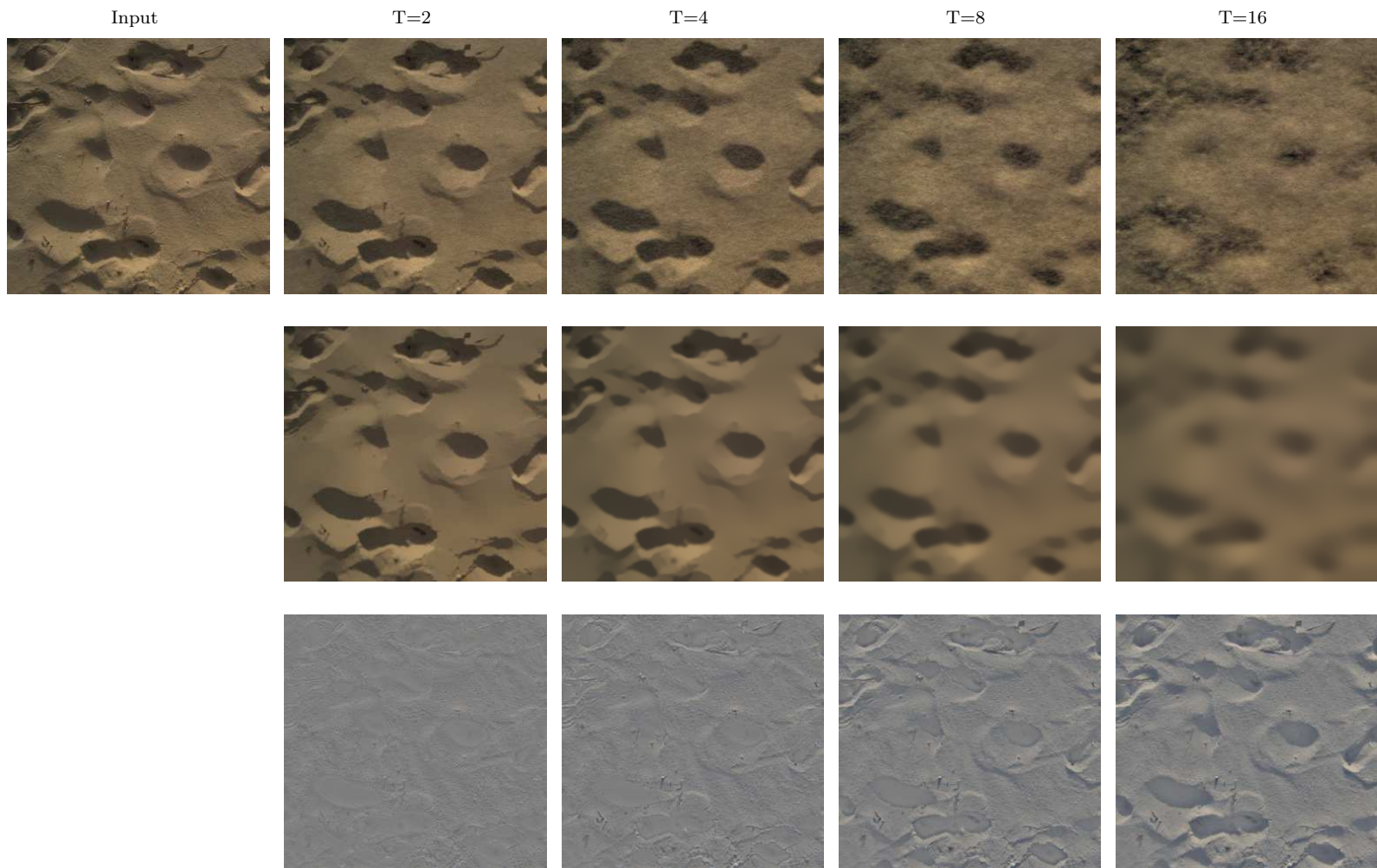




sahara\_sand\_patterns\_220512:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

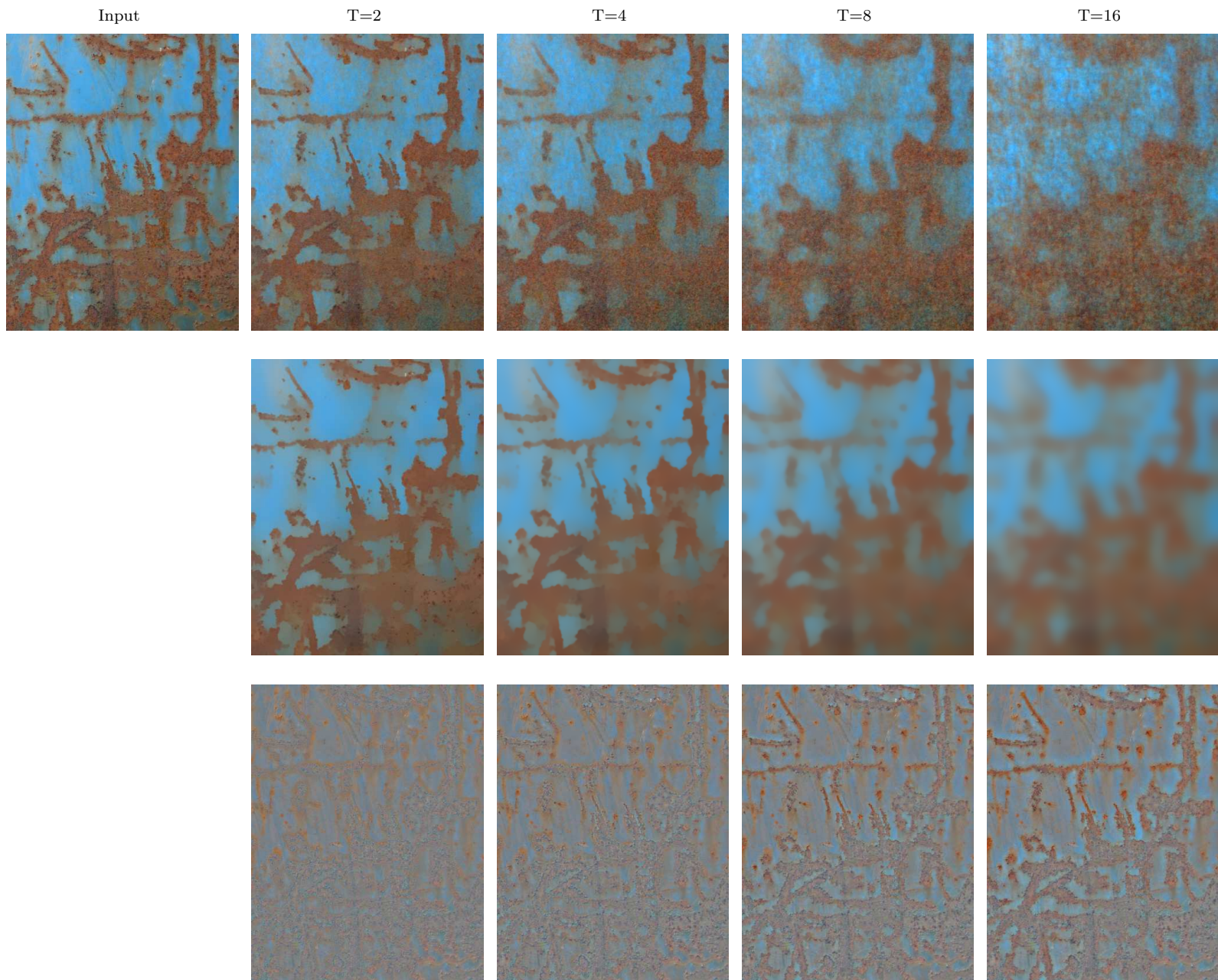
From left to right: increasing sizes T for local spectra used in the analysis.



sandy\_footprints\_4573:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

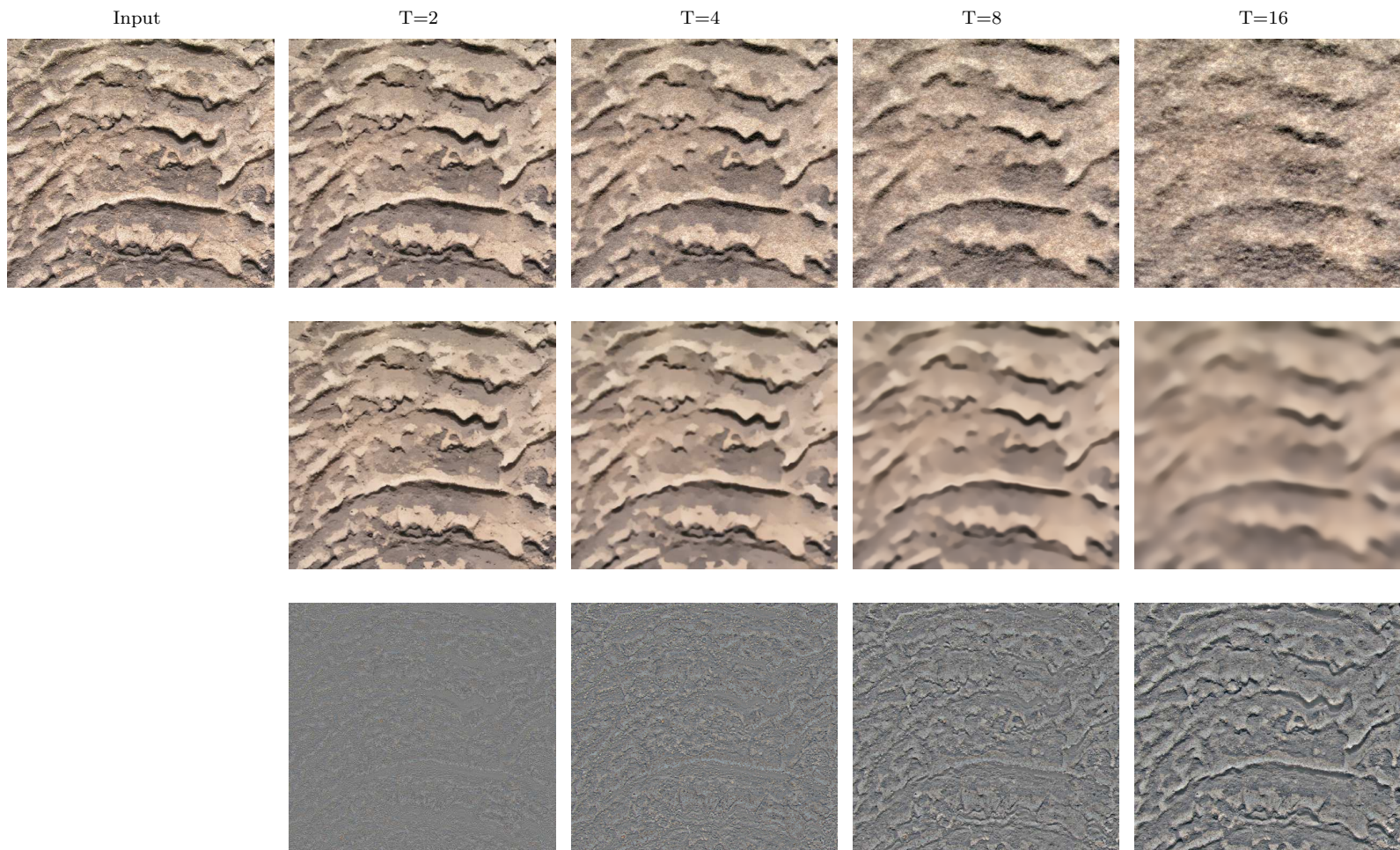
From left to right: increasing sizes T for local spectra used in the analysis.



scratched\_then\_rusted\_metal\_4131471:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

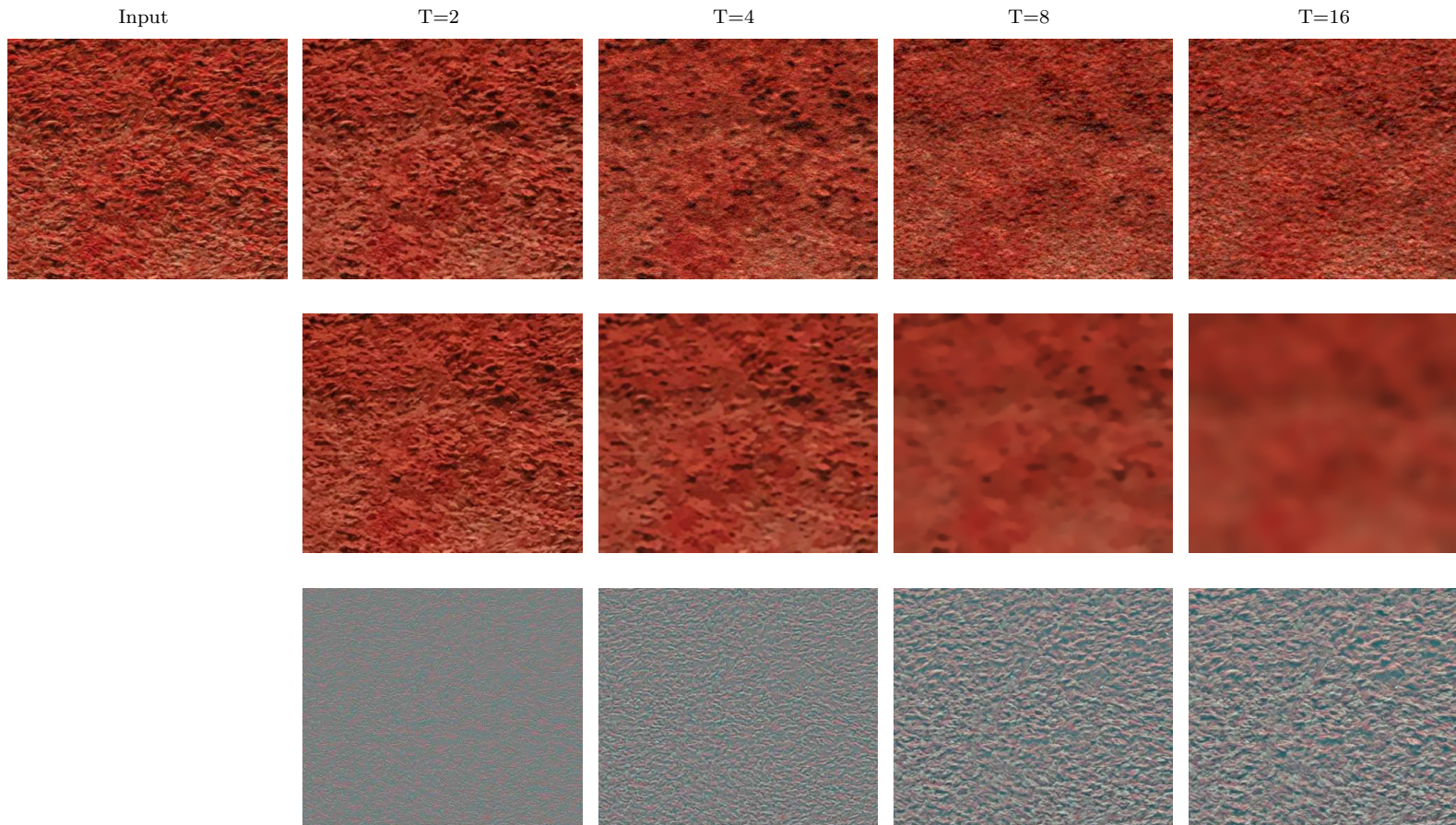
From left to right: increasing sizes T for local spectra used in the analysis.



stippled\_concrete\_7070209:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

From left to right: increasing sizes T for local spectra used in the analysis.



worn\_moroccan\_rug\_with\_sand\_220523:

From top to bottom: bi-layered synthesis, structure layer extracted from input, noise layer extracted from input.

From left to right: increasing sizes T for local spectra used in the analysis.